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POKÉMON ADVANCE



We lift the lid on the
GBA's first Pokémon game.

REVIEW!

BROKEN SWORD: Shadow of the Templars

Is it the sexiest adventure ever?

EXCLUSIVE!



KARATE JOE



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REVIEW!

ROGUE SPEAR



Tom Clancy's counter-terrorist
thriller comes to the GBA,
and it's a real sharp-shooter!

REVIEWED: ROGUE SPEAR • VIRTUAL KASPAROV • SHREK SWAMP KART SPEEDWAY • INVADER • PENNY RACERS • MOTO GP • NBA JAM 2002 • POCKET MUSIC • PETER PAN RETURN TO NEVERLAND AND MORE!

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LOCK 'N' LOAD

67 Golden Sun solution

Stuck in the greatest 2D RPG of all time? Check out our complete player's guide...



Pokemon Advance

Everyone's talking about the Advance's first Pokémon outing, but very little is known about it. We dig as deep as we can get...

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Rogue Spear

Espionage and intrigue in Ubi Soft's counter-terrorism thriller!

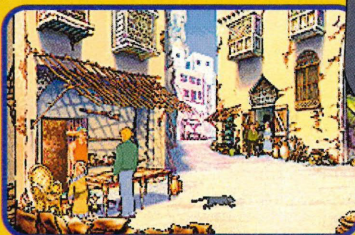
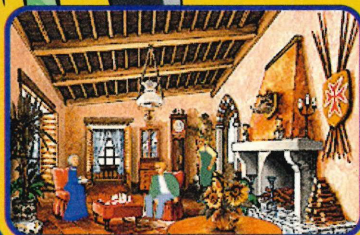
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Broken Sword: Shadow of the Templars

The first GBA graphic adventure (in the UK at least) proves a real scorcher!

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Time to get stuck in...

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THE FIRING LINE



Forthcoming games, happening news and the odd peripheral...

SAKURA SAYZ

Hey games gurus, we've only another month to wait! In just one short month Nintendo releases the GameCube in the UK! And not only that, we've some exciting news about what's happening to the mag. From next issue, GBX is called G-Force, and it covers all the greatest games on the

GameCube and the Advance. Every month we'll bring you all the hot news, previews and tips for your fave GameCube games, with GBX as a self-contained Game Boy Advance section within the mag. Not only that, there'll be a top-quality DVD free with every issue, packed with TV-quality game footage of GameCube and GBA releases. Check out this month's mag for further details on G-Force!

That's enough about next ish – what about this ish? Well, it's certainly a good month

for freebies! I bet you're already munching away on your Jelly Belly Beans, hanging your *Scorpion King* poster on your wall and playing your free Rocket Game Boy Color game. Previously sold for £14.99 each, you've got one for free! Are we good to ya, or what? All this and the greatest Game Boy mag in the known universe too...

Sakura

TUROK EVOLUTION

ADVANCE PREVIEW

The dinosaur-hunting saga is heading for the GC and GBA...



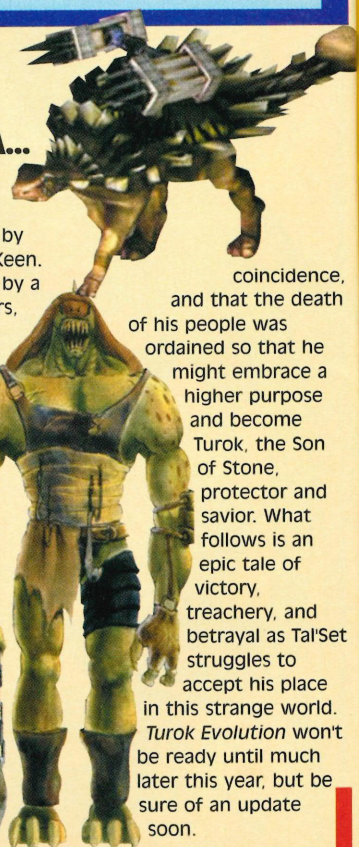
Turok's making a comeback, on both the GameCube and the Advance in *Turok Evolution*. We've no GBA shots, and no news on whether the games will link up, but here's a brief outline of the plot...

The last surviving members of the Saquin Nation attempt to escape to Mexico, unaware they've played into the hands of the bloodthirsty Captain Tobias Bruckner who springs a deadly ambush. The great Chief Grey Bear, one of the most brilliant and respected of the Native American Chiefs, falls victim to a sniper's bullet and Captain Bruckner orders the slaughter of the remaining Saquin people. As the bullets fly, Tal'Set and the remaining Saquin braves leap into

battle, exacting a terrible toll on the Indian Hunters even as they are cut down one by one. Tal'Set cuts through the Cavalry troops and embraces Bruckner in a deadly melee. War club and Saber clash, and at the height of the battle, a cave-in sends Tal'Set and Bruckner tumbling into a mysterious underground cavern covered in ancient symbols and strange artifacts. As Tal'Set's blood spills onto the ground, an otherworldly reaction is triggered, and the entire chamber becomes a storm of light and electricity. A shot goes wild and strikes a powder keg that has tumbled into the chasm. The blast brings the roof of the cavern down as Tal'Set is blown through a mysterious portal and into a world the likes of which he has never dreamed. The Lost

Land.

Tal'Set is brought back from the brink of death by the Mysterious Seer TarKeen. Having been discovered by a group of refugee hunters, Tal'Set is taken to the fortress of the River People where the beautiful Mayana, under the watchful eye of the Great warrior Djunn and the Wise Father, the leader of the River people, nurses him back to health. Once healed, Tal'Set embarks on a journey to discover the meaning of his presence in the Lost Land. He learns his presence in the Lost Land is not a



coincidence, and that the death of his people was ordained so that he might embrace a higher purpose and become Turok, the Son of Stone, protector and savior. What follows is an epic tale of victory, treachery, and betrayal as Tal'Set struggles to accept his place in this strange world. *Turok Evolution* won't be ready until much later this year, but be sure of an update soon.



JELLY BELLY BEANS!

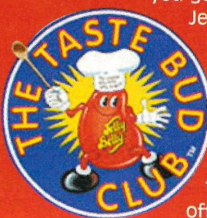


Enjoying your free bag of Jelly Belly Beans? Check out the full range of flavours and some gourmet recipes...

Jelly Belly Beans are more than just a tasty sweet. They're a gourmet experience! For over 100 years America has been munching away, and now us Brits can get in on the act too! Unbelievably, there are over 50 different flavours of Jelly Belly Beans. And these aren't just ordinary tastes. Each bean takes up to ten days to make, and is crammed full of amazingly true-to-life flavours. Want a Green Apple? A Juicy Pear? A piece of Strawberry Cheesecake? No problem. Or maybe you feel like a small breakfast - take Butter Toast mixed with some Strawberry Jam. Oh - and some coffee on the side. When you discover Jelly Belly gourmet Jelly Belly Beans for the first time, it's as if a whole new world of taste has opened up to you. Forget the ordinary little jelly beans with

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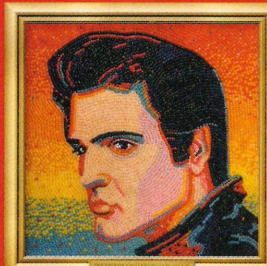


their samey, sugary sweetness. Jelly Belly Beans are in a league of their own. All the fruits are there. Plum, Apricot, Peach, Grape, Pineapple - even Mango. Then there are the cocktails; Champagne Punch is fabulous. Of course, there's

chocolate, different coffees and spices like cinnamon - the list's incredible. When you TASTE your Jelly Belly Bean of choice, remember to savour it. Don't gulp it down. That's not the point. Take it slowly. Appreciate the art of pure gourmet sweet-making...

Jelly Art

The Jelly Belly guys in the States have put together some amazing mosaics made entirely from Jelly Belly Beans. Incredible, aren't they?



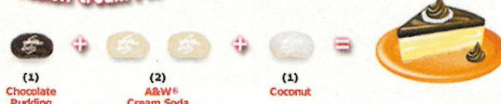
Chocolate Covered Cherries



Berry Smoothie



Boston Cream Pie



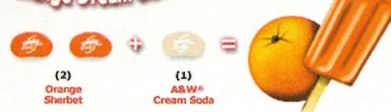
Cafe Mocha



Chili Relleno



Orange Dream Bar



Fruit Salad



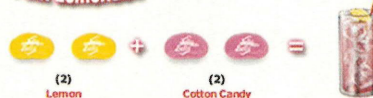
Mud Pie



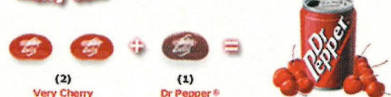
Peanut Butter Marshmallow



Pink Lemonade



Cherry Cola



Banana Split



WWF ADVANCE GAME (AND NOT A WRESTLER IN SIGHT)...

Ambitious video game developer Graphic State has bagged the world-wide rights to the WWF, and is to produce a series of related titles for Game Boy Advance and Nintendo GameCube. But none of them will feature top names such as Stone Cold Steve Austin, Mankind and Triple H. Why? Because the licence is for the World Wildlife Fund, not the World Wrestling Federation! The Leamington-based team has signed a three-year deal to produce games based on the WWF. The games will be produced in close co-operation with the organisation and designed to emphasise the caring, responsible and credible work the WWF provides. Definitely not the wrestlers, then! We've no screenshots or details on the first of the WWF games, but as soon as we find out more, we'll let you know.

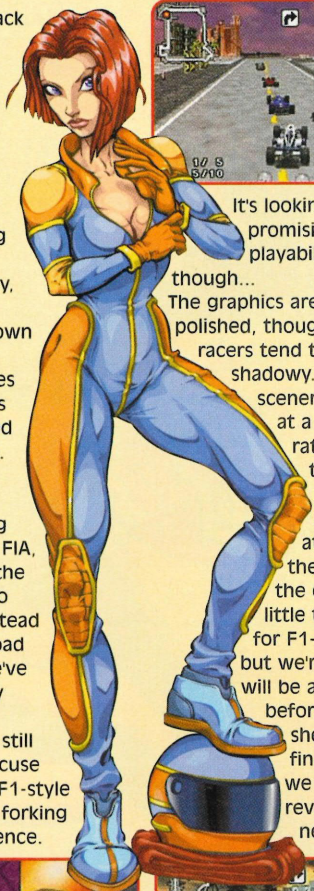


DOWNFORCE

If Formula 1 is too tame, check out this deadly racer...

ADVANCE PREVIEW

A few issues back we told you about *Downforce*, a Formula 1-style racer which sees several top teams and drivers splitting from the organising body, the FIA, and forming their own championship, with fewer rules and regulations and more speed and adrenaline. Banned from using the standard racing circuits by the FIA, who consider the new league too dangerous, instead they opt for road races. Well, we've played an early version of the game, and we still think it's an excuse for creating a F1-style game without forking out for the licence.



It's looking promising in the playability stakes, though... The graphics are pretty polished, though the other racers tend to be a little shadowy. The scenery rips along at a fair old rate, though the handling needs a little attention. At the moment, the cars slide a little too much for F1-style racers, but we're sure that will be addressed before it hits the shelves. We'll find out when we get the review code next month...



MORTAL KOMBAT: DEADLY ALLIANCE

ADVANCE PREVIEW

The deadliest of fight tournaments returns to the GBA...

Mortal Kombat returns to the GBA with *Mortal Kombat Deadly Alliance*, a truly next-gen fighter that will also trade blows on the Xbox, PS2 and GameCube. *Mortal Kombat: Deadly Alliance* marks the relaunch of the *Mortal Kombat* series, with an all-new game engine delivering punishing action. The game features intense hand-to-hand and special-weapon combat, secret hidden moves and combinations with deadly

body blows and fatalities. "*Mortal Kombat: Deadly Alliance* is the next phase of the *Mortal Kombat* series that gamers have been waiting for", said Justin Heber, Managing Director, Midway Games. "With all-new characters and worlds, never-before-seen features and a totally new fighting engine, *Mortal Kombat: Deadly Alliance* sets a precedent for all other next-generation fighting games to follow."



FAAAALL IN!

Everyone's talking about the next Pokémon handheld, but where should Nintendo take the Pokémon saga with Pokémon Advance? Our team reckon they know...



IAN OSBORNE

I'd like to see fewer monsters to collect, but deeper individual creatures. Give 'em a personality and let 'em do more than just fill your Poké-Dex.



JAMIE WILKS

Surely Pokémon has been done to death by now? How about incorporating a *Street Fighter*-style battle mode, each Pokémon having appropriate special moves. Pika-ha-do-ken!



JOHN HACKETT

Surely they must be running short on new Pokémon to do battle with, so why not take Pokémon into space and get to battle alien Pokémon?



SIMON BREW

Personally, I thought *Pokémon Crystal* stretched the traditional formula as far as it could go. That leaves me not particularly caring exactly which way they take the franchise next, as long as they finally do something a bit different!



OLIVER LAN

Nintendo, if they do this right, should be able to take over the world. If they give us more ways to customise our Pokémon, make it a bit more sophisticated and less kiddie, then they'll have everyone playing it!

BLENDER BROS

ADVANCE PREVIEW

This one's about as weird as you can get...

Blender Bros takes place in the future, at a time when mankind has learnt to travel the Universe and discovered new frontiers. The humans created the Animal-Man, an artificially evolved animal. But one group of animal-men, the Zooligans, has rebelled against the humans, planning to dominate mankind and control the whole universe. The only hope now are the Cosmo Keepers, a group dedicated to keeping the peace in the galaxy. There is one animal-man in this elite group, whose name is Blender... Blender is the main character, a super-hero dog



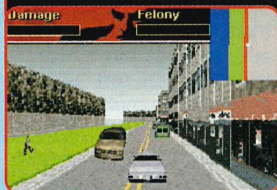
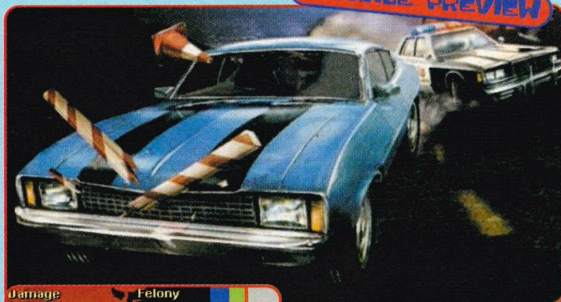
who must save the galaxy from Zooligan and his mutant beasts. You must guide Blender through the stages (each set in a different planet of the galaxy) by using his unique actions, and by fighting numerous enemies. Using his long ears, Blender can fight, jump and fly, and by collecting mini-bros he increases his abilities. Each planet is controlled by a boss who has specific attack modes and who is protected by small cross-animals. The boss must be beaten! *Blender Bros* is due in the shops in April, so expect a full review next issue.



DRIVER 2

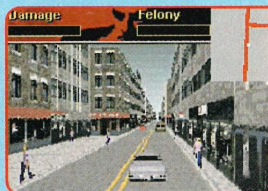
Go undercover as Tanner takes to the streets!

ADVANCE PREVIEW



Remember *Driver*? On the PSX, it was an into-the-screen affair where you, an undercover cop and ex-racing driver, drove missions for the criminal underworld. On the Game Boy Color it was a viewed-from-above outing, but still a great game. The sequel, imaginatively-titled *Driver 2*, continues on this theme but uses a behind-the-car viewpoint similar to the PlayStation game. Once more you've a series of missions to complete, including tailing a villain, trashing a car or moving illicit materials from A to B. The game is set in a huge

metropolis, which is built using a raycasting engine similar to the ones developed for first-person shooter like *Ecks Vs Sever*, *Doom* and *Dark Arena*. Despite the detail, the developers claim it moves along at a fair old frame rate. There are no hills (this is a limit imposed by all raycasting engines), but roadside objects can send your car skywards. The game will be released in the States by Infogrames later this year, and a UK release will probably follow by Christmas.



STAR WARS: EPISODE II ATTACK OF THE CLONES

Let's hope The Force is strong in this game...

ADVANCE PREVIEW

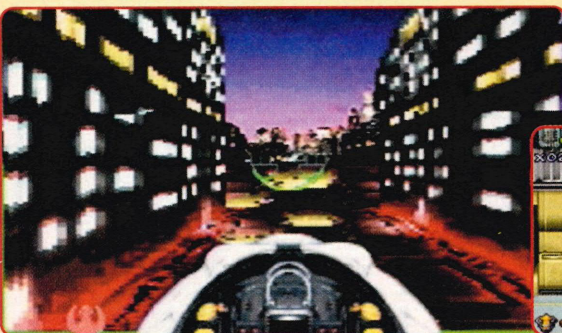
Star Wars; it's a great way of selling useless tat to anoraks, but some decent merchandise has emerged too. The Force is strong in the forthcoming GameCube game, *Star Wars Rogue Squadron 2*, for example, though the

GBA's *Yoda Stories* is enough to make Luke Skywalker wish he'd never left Tatooine. The series' second appearance on the Advance is a tie-in with the forthcoming film, *Star Wars: Episode II Attack of the Clones*.

With the power of the Force,

players will assume the role of three different *Attack of the Clones* heroes: Anakin Skywalker, Mace Windu and Obi-Wan Kenobi. Players must wield their lightsabers in combat against the mysterious Jango Fett, evil Count Dooku and various other enemies from the *Star Wars* universe. *Star Wars: Episode II Attack of the Clones* closely follows the storyline of the film and

features three different modes of gameplay. First, players ride their choice of swoop bikes, Republic fighters and speeders in 3D-scrolling, third-person racing. The second mode features space combat. The third mode of play involves side-scrolling lightsaber action. Twelve unique levels take gamers to various *Attack of the Clones* locations, such as Tatooine, Geonosis and the streets of Coruscant. This one's due in the Spring, so we haven't long to wait.



ADVANCE PLUS?

Internet rumours suggest Nintendo might be working on a new version of the GBA, an Advance Plus. The new machine is thought to address the Advance's only real problem, the fact that its screen isn't lit. And the evidence for this rumour? Well, Nintendo recently lowered the price of the GBA, making a more expensive Advance Plus possible. Also, Nintendo predicted it would sell 23 million units by March. Obviously it wouldn't make an announcement before then, as it would cause people to wait and Nintendo to miss their magic figure. At the time of writing, Nintendo has made no announcement about the so-called Advance Plus.

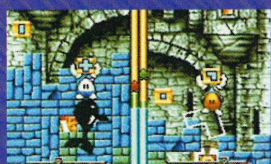
Here at GBX, we think these rumours are complete garbage. The price drop for the GBA seems far more likely to be in preparation for the GameCube launch - the two machines link up, so it makes sense to make the GBA more attractive to those waiting for the GC. Besides, a price drop eight months after a console's launch is hardly unusual. And is the fact that Nintendo hasn't made an announcement really evidence that they're about to? If you're interested in getting a built-in light for your GBA, check out www.portablemonopoly.com. The LED conversion kit we told you about in Issue Six is almost ready...



EGGO MANIA DELAYED

Kemco has delayed the release of Eggo Mania, the eggy puzzler that scored 60% in last month's GBX. The development team behind the game wanted more time to boost the playability and generally polish the game play. We'll review the game again next issue (G-Force Issue One - check out Page 82 for details).

Last issue's review argued Eggo Mania was well presented, but ultimately unsatisfying. Hopefully the update will correct its faults, and add a save system too.



HEART OF DARKNESS

ADVANCE PREVIEW

The spectacular arcade adventure finds a new lease of life...



It was a flawed gem on the PlayStation, but maybe on the Advance it will really shine. It's the breathtakingly beautiful *Heart of Darkness*, and it's coming to us courtesy of Infogrames. *Heart of Darkness* is a platformer with a difference. Its graphical style makes it look more like a TV cartoon than a videogame, with spellbinding graphics and animation. The game tells the tale of Andy, a young boy who's lost his dog, Whisky. He's trapped in another dimension, and Andy must take on a host of shadowy creatures in an incredibly organic world to get him

back. Think *Another World* and *Flashback* and you get the idea. However, on the PSX it was also flawed. The learning curve increased gently until about 3/4 of the game was complete, then skyrocketed alarmingly. Also, there was too much trial and error in places. Still, if Infogrames can sort out these problems, we could be in for a cracker.



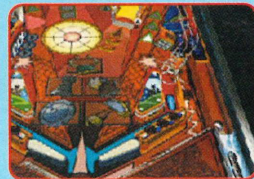
PALLADIUM

ADVANCE PREVIEW

Another silver ball sim, but does it play mean pinball?

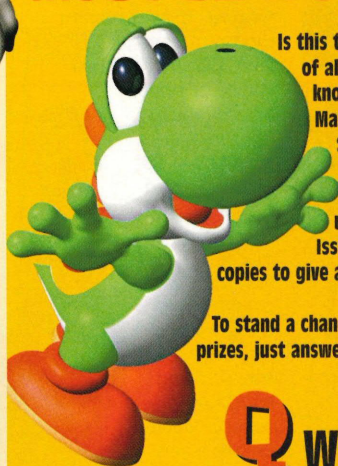
There are several pinball sims in the pipeline for the GBA, eg. *Pinball of the Dead* and *Paragon 5 Pinball* to name but two. Well, now there's another - *Palladium* has yet to be signed to a publisher, but it's already coming on pretty well. One of the main problems in making a pinball game for the small screen is the fact that you can't see much of the table at once. The team behind *Palladium* are to get round this by making the

camera follow the ball to a degree, moving into and out of the playing area. If done well, this could be a real boon, but if badly executed, it could prove a real pain. We'll have to wait and see...



THREE COPIES OF SUPER MARIO WORLD: SUPER MARIO ADVANCE MUST BE WON!

COMPETITION



Is this the greatest 2D platformer of all time? If it isn't, we don't know what's beaten it. Super Mario World was a rave on the SNES ten years ago, and now it's a scorcher on the Advance, scoring an unbelievable 95% in GBX Issue Nine. What's more, we've got three copies to give away...

To stand a chance of winning one of these prestigious prizes, just answer this simple question:

Q Who's Mario's brother?

A Donkey Kong **B** Yoshi **C** Luigi

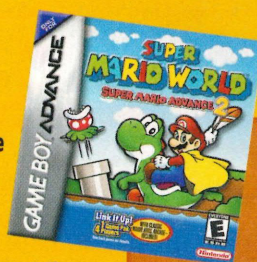
When you think you know the answer, ring our Competition Hotline on:

09064 774484

Or enter online at

www.gbxtreme.co.uk

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 3rd April 2002 and close at midnight on 30th April 2002. The editor's decision is final and no correspondence will be entered into.



MANIC MINER

ADVANCE PREVIEW

Return of the Speccy legend!

It's an all-time classic, it's being revamped for the GBA and we've got the first screenshots! Originally released in 1983, *Manic Miner* was originally a 20-stage platform game starring the legendary Miner Willy. Jumping his way through levels including Eugene's Lair and Attack of the Killer Telephones, Willy ignited games-player's imaginations as he collected a series of treasures before attempting to reach the exit. Jester's re-invention of *Manic Miner* remains faithful to the original, reusing the tightly-balanced platform basis and level design of the 80s classic, but adds ten all-new stages and gives the game a much needed graphical and aural make-over. Thus, while fans of the original can wallow in the nostalgia of

Wagner's Halls of the Mountain Kings that accompanies the action and the return of adversaries such as deadly penguins and killer telephones, the broad appeal of *Manic Miner*'s addictive gameplay will attract a new legion of fans. Judging by the screenshots, the changes are purely cosmetic – it's the original *Manic Miner* with a make-over. We can't help wondering whether this is enough? Sure it was great in its day, but that was 20 years ago. The original was way ahead of its time, but can the same be said for the Advance version? In other words, can *Manic Miner* still thrill? We'll find out next month...



MONSTER FORCE

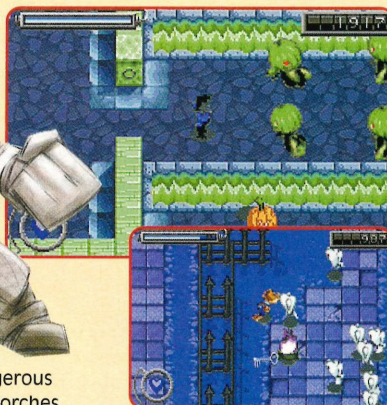
ADVANCE PREVIEW

All they wanted to do was live in peace...



Back in the dangerous

days of mobs and torches, Monsters had a hard time fitting in. Retreating to a new land, the science of Dr. Frankenstein, and the magic of Crafty the Witch combined to create Monsterland, a place where Monsters could live in peace. Now there's a new problem, as Crafty's evil sister, Nastina, threatens all that is good in Monsterland. Nastina has set out to transform all of Monsterland into a dark and evil place that she will rule. To guarantee her success, she has kidnapped Dr. Frankenstein to ensure he



doesn't get in her way. Now an unlikely group of heroes, Frank, Drac, and Wolfie, have set off to rescue their mentor and save Monsterland. It's nice to see a game played from the so-called baddie's point of view. How it plays remains to be seen, but watch this space...



DEFENDER RETURNS

Midway is to bring its Eighties classic *Defender* to the GBA. Not as part of a retro package (thank God), but as an all-new next-gen update which will also appear on the GameCube. That's as much as we know for now, but be sure to stay tuned for some exciting news on this one.



SABRINA COMES TO THE GBA

Ubi Soft is bringing *Sabrina the Teenage Witch* to the GBA. The show has a cult following among teenagers and young adults, and seems ideal material for an Advance game.



CASTLEVANIA: WHITE NIGHT CONCERTO

Dracula returns to the Game Boy Advance...



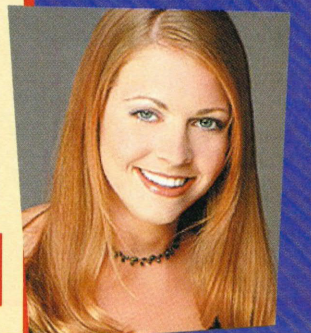
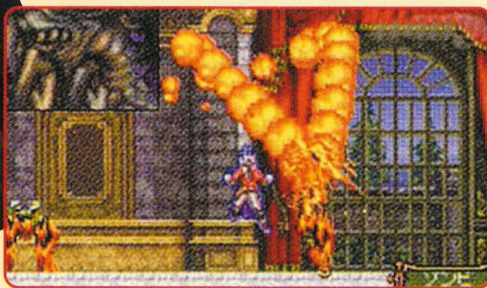
Konami has lifted the (coffin) lid on the next GBA instalment in the *Castlevania* series. *Castlevania: White Night Concerto* is set in 1740, around 200 years after the events in *Circle of the Moon*. And the plot? Well, Dracula's back, he's kidnapped your friends and it's up



to you, Jeust Belmont, the latest vampire hunter from the Belmont family, to break into his castle and - you get the picture. The plot remains the same, but if the playability does too, who cares? And it seems it will,

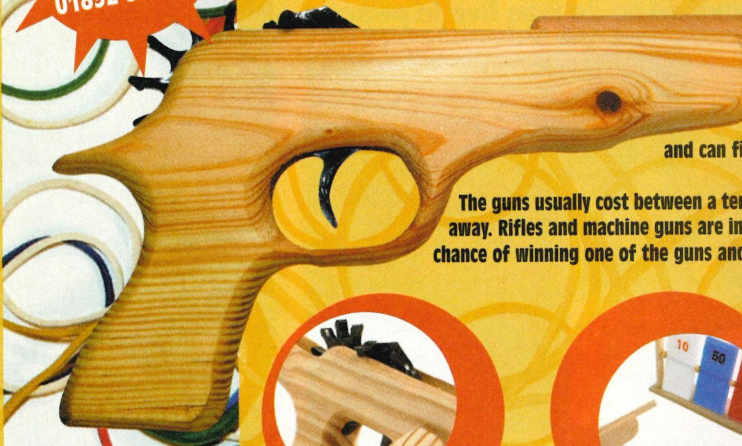


with Jeust wielding the inevitable whip, alongside secondary items such as holy water and daggers. He gains powers and artefacts as he explores, opening new areas of the castle, and a Quick Save feature has been added for when you need to save in a rush. The graphics look a little clearer too, which is great – the first GBA *Castlevania* game was just too dark. *Castlevania: White Night Concerto* is expected to be released in Japan on 6th June. No UK release date has been set, but our guess is September.



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WOODY WOODPECKER IN CRAZY CASTLE 5

More cartoon capers from Warner Bros

ADVANCE PREVIEW

The Crazy Castle cartoon series returns in May, this time starring Woody Woodpecker! *Crazy Castle 5* offers six worlds with six stages in each. Woody

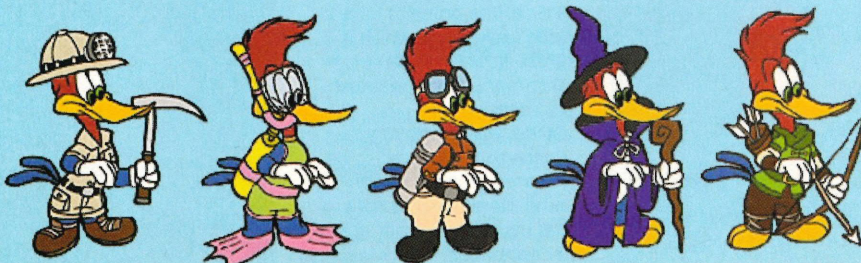
wears seven different costumes, each of which changes or enhances his abilities, and he can also grab some serious hardware such as jet packs, crash helmets, skateboards and - cakes. Yes, cakes. The mind boggles...



Woody, wake up! We have a terrible problem!



Woody Woodpecker in Crazy Castle 5 is the first Crazy Castle game to be created specifically for the Advance, so it benefits greatly from the handheld mean machine's 32-bit power. Check out our full review next ish.

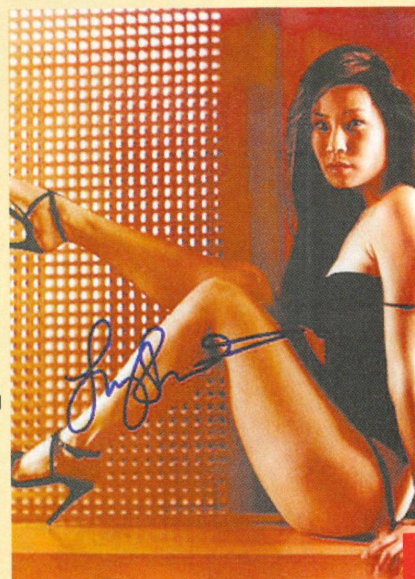


ECKS VS SEVER FOR THE BIG SCREEN

ADVANCE PREVIEW

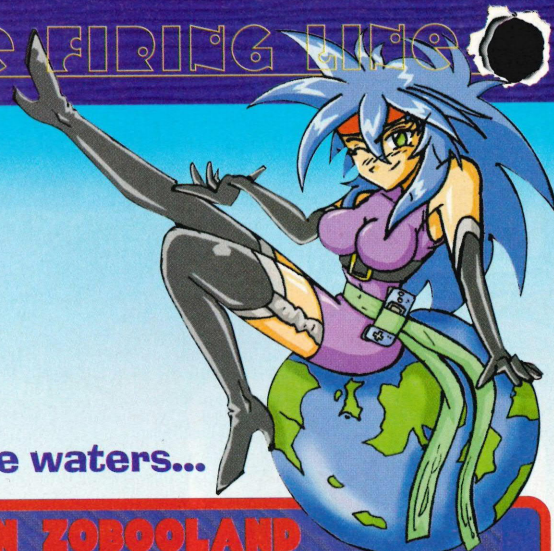
The GBA's greatest blaster is about to spawn a movie...

As we've mentioned before, *Ecks Vs Sever* is actually a film licence, though the movie isn't due until November, around a year after the game hit the streets. It's unusual we know, but hey, it wasn't our decision. Very little news has been released on the film's plot, but we do have a signed picture of the delectable Lucy Lui, who is to play Sever. Yum, yum!



OVERSEAS NEWS

The latest and greatest games from across the waters...



Hey reader!
You'll never
guess what!

There's a Sakura game on the Game Boy Color in Japan, but it's nothin' to do with me. It's by Sega, and it's a continuation of the **Sakura Taisen** series on the Saturn and Dreamcast. **Sakura Taisen GB** is a strategy RPG in the Advance Wars mould, but also includes dating elements (!) and mini-games. You also get special codes to enter into the Dreamcast game to unlock features and scenes. It's a great idea, but unfortunately the chances of an English-language version are pretty slim, and playin' RPGs in Japanese is never a comfortable experience. Another uncomfortable experience is playin' **Asterix and Obelix Bash 'em All** on the Advance. It was supposed to come out here, but Infogrames changed their minds – and we should be grateful they did! The cartoon atmosphere is great, the animation spot-on and the graphical style gives a real Asterix atmosphere, but they forgot to put the game in! It's so boring – walk along, beat up a few Romans, walk a bit further, beat up a few more – it's like playing a bad Steven Segal film! To cap it all, the cart

ZOBOOMAFOO! PLAYTIME IN ZOBOOLAND



ASTERIX AND OBELIX BASH 'EM ALL



offers two games in one, but they play exactly the same. If you're into this sort of fighter, get **Final Fight One**. Avoid Asterix – it's a monstrously monotonous minger.

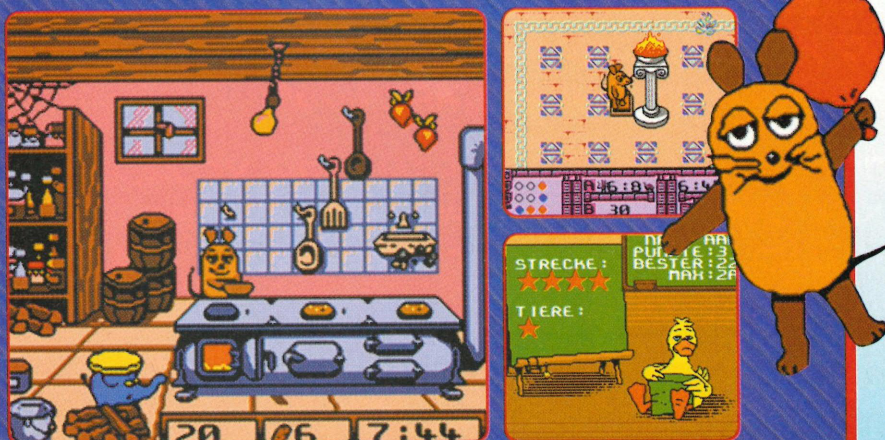
mini-games in which you play a little brown mouse. To be honest, it's not that exciting, and it seems to be aimed at the younger gamer – just the sort of Game Boy owner who won't like the German text. Oh well – we doubt too many importers will bring this one over here anyway. The Die Maus TV show isn't screened outside Germany.

Zoboomafoo: Playtime in Zooland is also aimed at the youngsters and is also based on a TV show we don't get over here, but as all the text is in English, it's a little

easier to play. When the difficulty screen reads 'Easiest', 'Easier' and 'Easy', you know you're not in for a rough ride. And indeed you're not. It's a platforming collect-'em-up where you gather berries and help your friends, picking up the odd collectible card on the way. There are few hazards, but the visuals are great. It's for the younger gamer, which is likely to be the case with all future GBC games.

Sakura

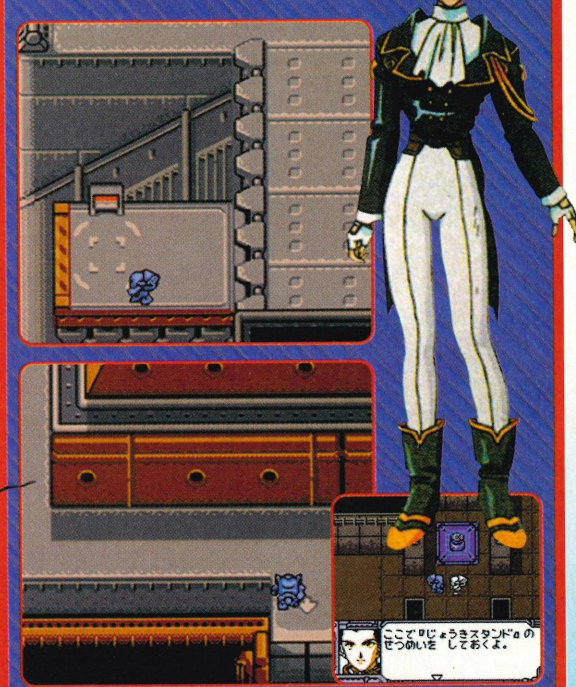
DIE MAUS: VERRUECKTE OLYMPIADE



Color Corner

Game Boy Color owners could check out **Die Maus: Verrueckte Olympiade**. Hailing from Germany (obviously), it's a series of

SAKURA TAISEN





ALL WEAPONS



INFINITE HEALTH



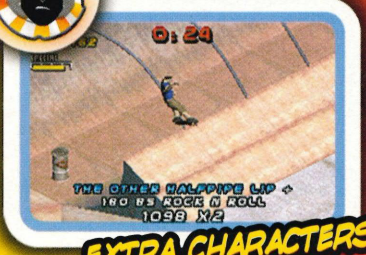
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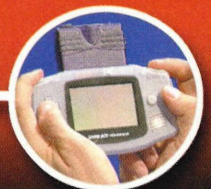
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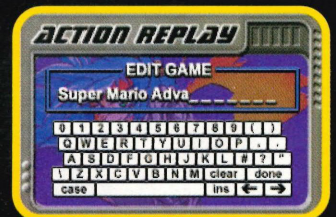
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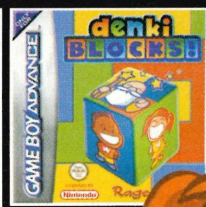
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SOMETHING TO THINK ABOUT

Many Game Boy games involve little more than reacting quickly to on-screen action and hoping for the best. But what about those that tax the grey matter a little? Simon Brew digs out some brain-drainers....

1 Name: Denki Blocks!



Score: 92%
Issue: 3

What better place to start? Unlike, say, *Tetris*, which is all about making snap decisions as to where to place your falling blocks, *Denki Blocks!* quite literally requires you to sit there and look at the screen as

you attempt to decipher some of the fiendish puzzles. And it lulls you into a false sense of security too, as the early levels are really quite simple to

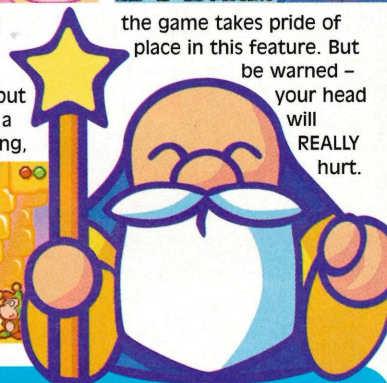
get past, whilst cunningly schooling you in the ways of the game. That *Denki Blocks!* was also one of the very best Advance games of last year adds extra icing to an already-tasty cake.



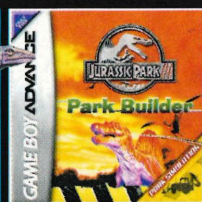
For coming up with puzzles that look absolutely impossible at first, but can be solved after a lot of head-scratching,



the game takes pride of place in this feature. But be warned – your head will REALLY hurt.



2 Name: Jurassic Park III: Park Builder



Score: 76%
Issue: 5

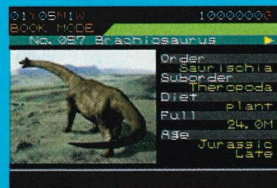
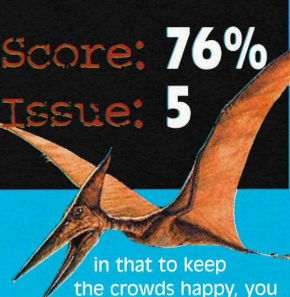
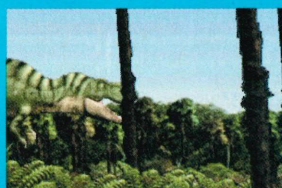
Who'd have thought it, eh? A licence to a blockbuster film is turned into a game where you really have to put your planning skills to the test. Not to be

confused with *DNA Factor*, this is the Jurassic game where you have to put together your own park, taking into account facets such as visitor satisfaction and what dinosaurs to display. It's similar to the classic PC game *Theme Park*

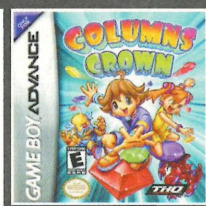
in that to keep the crowds happy, you need to research new attractions (dinosaurs in this case), whilst balancing the books to make sure your business is profitable. There's

an awful lot to take in, from setting the ticket prices through to unlocking the large amount of creatures available in the game, and whilst it's a very tricky

game to get into at first, it does offer a commendable long-term taxing piece of strategy gaming.



3 Name: Columns Crown



Score: 86%
Issue: 9

Reviewed very recently in GBX and given a damn good score too, *Columns* may not deviate too far from the formula of the Mega Drive original, but it's another very welcome Sega game on the GBA. Whilst it has similarities with games such as *Tetris*, what makes *Columns Crown*



that bit more taxing and brain-stimulating is the fact that thought and good planning can really help you out of a tight spot. For instance, if the shapes are building up

and you're having trouble getting three in a row, you could set up a few chain reactions so when you do get rid of a few blocks, the way the remaining ones fall gives you more three-in-a-

rows, and lots more points. And whilst it's arguably not the most taxing game in this feature, it still requires a fair degree of brainwork to succeed, and is a very, very good game.

4 Name: LEGO Bionicle



Score: 68%
Issue: 5

A bit simpler this one, and perhaps a good way for younger players to get used to games that require a little extra thought. *LEGO Bionicle* isn't perfect by any means (notching up 68% in our review), but it does involve the need for careful exploration, tactical awareness and undertaking various tasks as you fight to save the day. It's let down by the occasional need for a blastathon where luck plays too much of a part, but if you're looking for a gentle introduction to games that stretch you in the brainbox department, you could do worse than

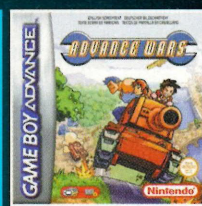


Bionicle. Or if you're looking for something a little similar, there's always *Army Men Operation Green*, which similarly falls apart slightly when it comes to the action parts of the game, and is perhaps a little less taxing overall than *Bionicle*.

Few genres test the brain like a good old fashioned strategy game, and thanks to the technically-superior Game Boy Advance, the handheld members of this genre we're getting are becoming more and more sophisticated. *Advance Wars* is, frankly, an astonishing achievement, and easily one of the most taxing games on the platform, courtesy of a series of battles which adopt a turn-based format. You really have to think hard about what you're going to do, as once you've played your turn, you can do nothing but watch whilst the opposition take theirs.

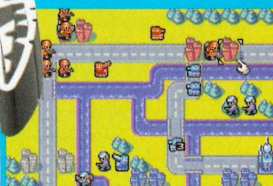
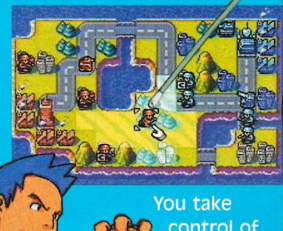
You take control of all sorts of attack and defensive options, and need to consider the strengths and weaknesses of each move you make, because if you don't put your brainpower into it, you're going to get your backside kicked. If you're predominantly into action games and such like, then this isn't the title we'd recommend to get into something a bit deeper. Think of it as a very sophisticated game of chess and you're not a million miles away.

5 Name: Advance Wars



Score: 91%
Issue: 5

However, if you do like something that stretches the old grey matter, then this is currently arguably the best you're going to get on the Game Boy Advance. A truly astonishing achievement, and well worth spending your hard earned on.



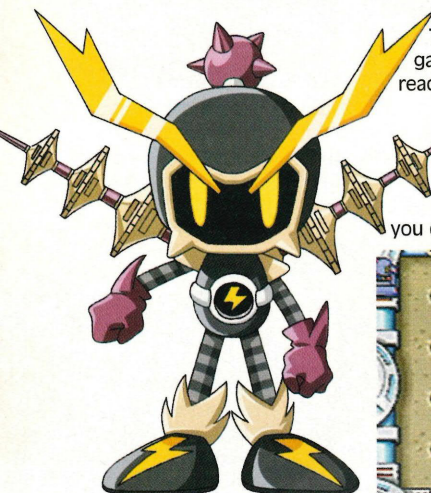
6 Name: Bomberman Tournament



Score: 92%
Issue: 2

as a straight arcade title, and you're likely to still have a very good time. However, the really good Bomberman players are far more tactically aware, and will know where to lay bombs to maximum tactical advantage, as well as having cunningly plots to get out of the way of an incoming blast. That the GBA Bomberman Tournament game also has

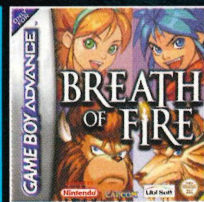
an adventure-based single-player mode thrown in strengthens its case for inclusion, but everyone knows, for true Bomberman, you need to have a multiplayer battle. So start thinking about how best to play the game, get a link cable in and invite your friends round for a mad scrap. Friendships have been lost over the game before, so just make sure you run out the winner, eh?



The pace a Bomberman game can sometimes reach doesn't immediately lend itself to the thought that it's the kind of title that requires much grey matter. Truth be told, you can just play the game



7 Name: Breath of Fire



Score: 90%
Issue: 8



A role-playing adventure in the more traditional sense, *Breath of Fire* (which has since inspired a sequel) pits the player on a quest for vengeance. To do this, much exploration and travelling is required. Fortunately, you get several characters on board throughout the game to help

you out, each with particular areas of strength that you'd be wise to learn and take note of. For instance, when you need a spell casting, there's little point turning to a huntman, if you get our drift. Naturally enough, there are puzzles to solve, and baddies to combat, and thus this will most appeal to those who like their RPGs the old-fashioned way, or those who enjoyed the original SNES *Breath of Fire* all those years ago. As for the brain element? It's most certainly required, as you'll face numerous problems which will need in some cases entirely different approaches to negotiate. Are you up to the challenge?

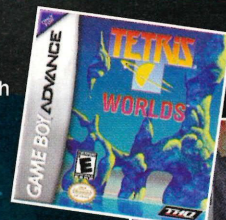


What's Not Included?

You may be wondering why taxing titles such as *Tetris* and *ChuChu Rocket!* haven't been included in our selection.

Whilst both are undoubtedly excellent games, just think about it for a minute. Whilst at the start of a game of either, things are paced evenly enough to allow you to put thought and pre-planning into what you're going to do, once the tempo is upped,

it's hard to argue against the fact that fast reactions and sheer luck start to take hold. Compare that to something like *Denki Blocks!*, where planning is everything, and you should begin to see what we mean.



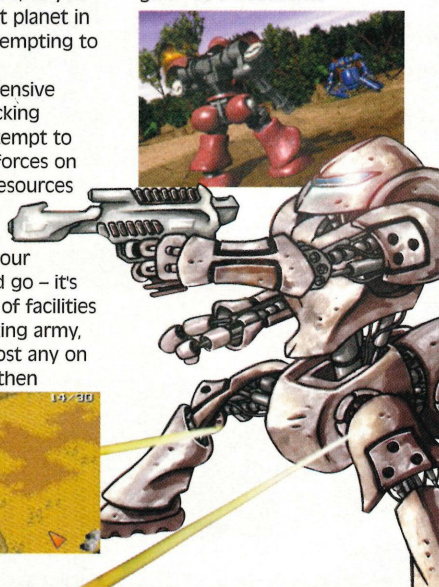
8 Name: Mech Platoon



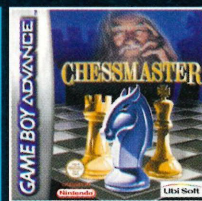
Score: 81%
Issue: 7

Another genre that's only just beginning to establish itself on the handheld format, the real-time strategy game has been the cornerstone of PC gaming for the past five years or so. In *Mech Platoon*, the GBA is getting in on the action too. It really will cause some head-scratching too, as you set up on a distant planet in the far future, attempting to balance resource management, defensive strategy and attacking options as you attempt to defeat the other forces on the planet. Your resources are limited, and thus you need to work out where your investment should go – it's okay building lots of facilities and a good attacking army, but if you don't post any on defensive duties, then

chances are you're dead with the hour. It's not a pick-up-and-play game by any stretch of the imagination, although it's easy to get into, as *Mech Platoon* is about finding and achieving a delicate balance, whilst having the tactical brain to overcome the opposition. It's given us a headache.



9 Name: Chessmaster Advance



Score: 79%
Issue: 10



Well chess hardly taxes the reflexes, does it? This most ancient of games is pure brainpower all the way, and *Chessmaster Advance* offers an incredible simulation of the game. The artificial intelligence is first-rate, and the range of computer opponents on offer is very good. They

don't just differ in skill levels, but also in playing styles. More could be done to the structure of *Chessmaster Advance* – it offers no tournaments to enter, cups to win or side-bets to place, but as a pure-and-not-so-simple chess sim, it's a killer.



10 Name: Castlevania: Circle of the Moon



Score: 79%
Issue: 1

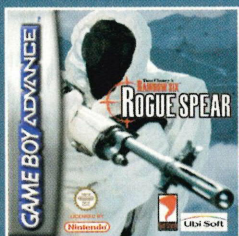


One of the earliest GBA releases, and one that combines the adventure style of game with a healthy dose of action. It's an excellent game too, although again, it's the kind of title that doesn't immediately seem to need much brainpower (although there's an argument that Mario could sit quite comfortable in a feature like this for the same reason).

However, when you take into account the sheer depth of the game, the continual evolution of the main character, the cards you can collect and use and the number of spells at your

disposal, you quickly realise that this is a bigger challenge to your brain cells than you'd probably realise. Plus, it's a game that will keep you busy for a very long time, just down to the sheer size of it.





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TYPE:STRATEGY/ACTION
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

RAINBOW ROGUE SP

The last thing Jamie needs is a game featuring a Rogue Spear - it brings back memories of a run-in with a pair of villainous scissors. Nasty.

Sorry lads, but I couldn't hold it any longer.

Have you ever wanted to be part of a team of counter-terrorist operatives, kitted out with the very latest in hi-tech weaponry, explosives and covert gadgetry? Ever fancied sneaking down a corridor, making those odd 'cover me' hand signals to your squad, lobbing a gas grenade into a room, and bursting in with guns blazing? I know I have - it's long been a dream of mine, along with the one featuring the fluffy lambs and ferr...yeah, thanks Jamie: EdI. In *Rogue Spear*, you get to lead



RAINBOW, a squad of operatives who combat terrorism around the world. The fate of the world rests on your ability to pick team members for a mission, outfit them with the required equipment and execute the mission to achieve your objectives.

Squads or Squaddies?

Rogue Spear is one example of a genre of games that has

recently become something of a fad, on the PC at least. The Squad-based Tactical Shooter forces the player to use his brain as much as his trigger finger, not only by ensuring the rest of his team stays alive, but by introducing real-world elements such as planning, stealth and strategy. What this boils down too is an often more adult-themed shooter, mixing today's lethal weaponry with careful tactics and cunning. It's an exciting combination, and makes a refreshing change to brightly-coloured sci-fi shooters like *Doom*, *Quake* et al. Of course, a manageable top-down perspective has been used for the GBA version of *Rogue Spear*, but the suspense and drama is all here just the same. To begin with, you must select your team from all the

Top of the Class

Here is a quick run-down of the four operative classes;
Assault - high health and speed; good in hostage situations.
Recon - high stealth and speed; most useful when hiding from enemies is a must.
Demolition - high armour and health; good in firefights involving heavy weapons.
Sniper - high aim and stealth; good at, erm, sniping.

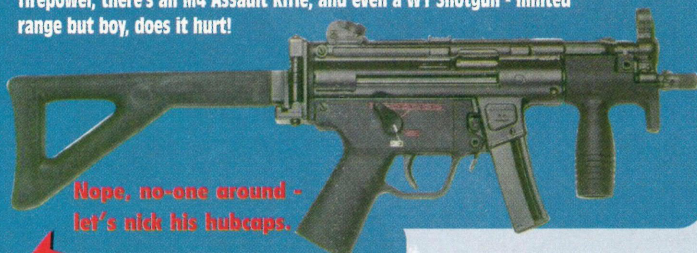


SIX: EAR



Bang! You're Dead!

The M5 Sub Machine Gun is the standard weapon of choice used by RAINBOW operatives, but for those wishing to brandish a little more firepower, there's an M4 Assault Rifle, and even a W1 Shotgun - limited range but boy, does it hurt!



Nope, no-one around - let's nick his hubcaps.



operatives available. It's important to get this right - not only do different operatives carry different weapons and equipment, but they can be one of four

types; recon, sniper, assault or demolition. Each of the men has certain attributes which are stronger, and the key is to choose the best team bearing in mind the mission ahead. You even get to select the uniform colour for each operative - I haven't yet found out whether this is little more than a graphical nicety, but it would be very cool if the colour of uniform made your team members difficult to spot, and thus harder to shoot...

Terrorist Trousing

After this has been done, it's out into the field. The missions are pretty varied, and the locations even more so - arctic wastelands, museums and hotels all act as a backdrop for some good ol' terrorist-trousing. They look pretty damn fine as

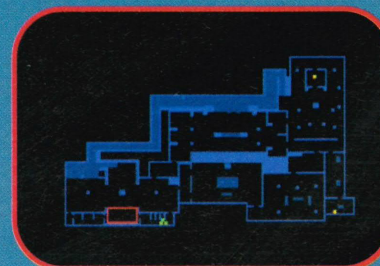
well, utilising multiple planes for a realistic 3D environment. Or something. *Rogue Spear* uses different combinations of buttons to perform all the actions, although the majority of the game is spent sneaking around the levels wasting unsuspecting baddies, and brilliant fun it is too! The sound is excellent - the music's great, the (many) speech samples are atmosphere-building and the sound of the enemy's footsteps is vital, not to mention an aid to the often tense feel of the game.

I really liked *Rogue Spear* - I was sceptical at first, but found that the change of perspective for the GBA version meant that the game took on its own identity, and I soon forgot from whence the game came from. The multiplayer options are superb too - you and some buddies can play either cooperatively or a deathmatch, with the aid of



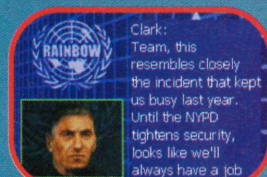
extremists, what they want from Dr. Currie is not difficult to wonder, and they're well armed enough to have killed his military escort. The success of this mission is of

Dr Currie's in danger - he should try and stay korma.



a link cable or two. This is a fun game, with depth and great aesthetics; Obviously lessons have been learnt given the previous (lacklustre) GBC conversion. This GBA version comes highly recommended.

Jamie Wilks



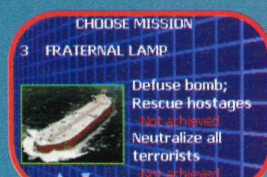
Clark: Team, this resembles closely the incident that kept us busy last year. Until the NYPD tightens security, looks like we'll always have a job



10.01.02 0230
Control: Extremists have taken the Museum of Art in New York City during the opening festivities for an

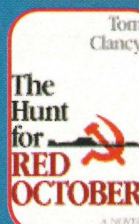


Rescue hostages
Not achieved
Retry? No



CHOOSE MISSION
3 FRATERNAL LAMP
Defuse bomb; Rescue hostages
Not achieved
Neutralize all terrorists
Not achieved

Clancy - No Nancy



Tom Clancy, writer of novels such as *The Hunt for Red October*, not only came up with the *Rainbow 6* concept, he founded Red Storm Entertainment, the game's developers!

XTREME
RATING

Uppers

- + Superb sound and graphics.
- + More than just a shoot-'em-up.

Downers

- Button combinations are rather fiddly.

Summary

Great if you're looking for more than your average no-brain shooter.



88%



DAMAGE:£29.99
ON SALE:OUT NOW
WHO:ACCLAIM
TYPE:SPORT
NO OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

DAVE MIRRA BMX 2



Jamie had a BMX once. The wheels fell off. But will the wheels come off of Acclaim's Dave Mirra BMX sequel?

Ollies, grabs, grinds, half-pipes, quarter-pipes, rails... If these phrases mean something to you, you'll be right at home with Dave Mirra Freestyle BMX 2. We've all played one of the various incarnations of Tony Hawk's Pro Skater by now, right? Well Dave Mirra Freestyle BMX 2 is very similar, except for one crucial thing. You're not on a skateboard, you're on a BMX push-bike. Doh! If your mind is already made up on these sorts of games, you can pretty-much skip to the end of the review now,

because Dave Mirra Freestyle BMX 2 offers little you haven't seen before. If you're all into getting 'phat' and busting some 'sick tricks' however, read on.

Big Air

Dave Mirra Freestyle BMX 2 gives you a choice of three game modes. First there's the interestingly-titled Proquest Mode, which is the main career-type game mode. Here you make two-minute runs on each course, completing various objectives from collecting batches of items to pulling off particularly tricky,



Look down? I'd rather not...



er, tricks. Completed objectives give you experience points, with a certain number of experience points needed to unlock the next level.

Next you've got the Session and Free Ride Modes, which are pretty similar. A do-what-you-like effort on the course of your choice, with the Session Mode giving you just two minutes and challenging you to set new high scores. The Free Ride Mode doesn't have a time limit and is for course familiarisation or just

messing about.

Did I say three game modes? Okay I lied a bit. A swanky two-player game is also included, with two different games to play. This isn't link-up here, this is a take-it-in-turns-type affair, which actually makes a nice change

for those of us without lots of GBA-owning mates. Full Run is the first two-player mode, again a two-minute run on the course of your choice where you rack up as many points as you can before your opponent tries to top your score. Star Collector



Choose your monkey

Dave Mirra Freestyle BMX 2 starts you off with a massive 12 selectable characters.

Ryan Nyquist
Mike Laird
Kenan Harkin
Leigh Ramsdell
Todd Lyons
Troy McMurray
Rick Moliterno
Tim Mirra
Scott Wirch
Colin Mackay
Zach Shaw

And of course, Dave Mirra. Chances are there are hidden characters too, but you'll have to find out who they are yourselves...



28 tricks?!?!??



Keep your eyes peeled for item shadows as the items themselves are often hard to spot.

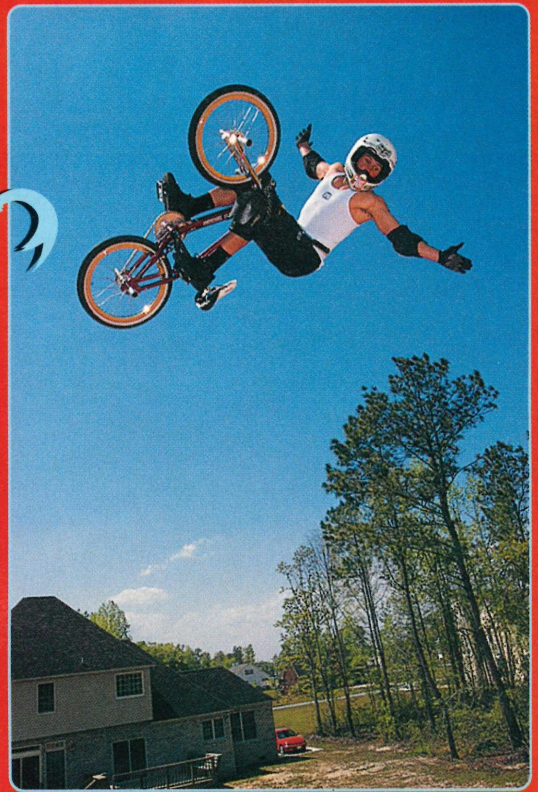
REVIEWS

FREESTYLE



Miracle Boy

Dave Mirra is nicknamed the 'Miracle Boy' due to his ability to survive nasty falls. In 1993 he was hit by a car and told he would never ride again due to a blood clot on his brain. Dave ignored the doctor's advice, and survived another nasty bail in 1995 where he fell 20 feet and ruptured his spleen. He's had numerous other injuries, including a fractured skull. Nutter.



some subtle differences. For example, on a BMX it's much harder to gain air (that's jump high to the oldies) than it is on a board, so *Dave Mirra Freestyle BMX 2* is slanted more towards park skills than vert skills. When you do get a decent jump-up, a natty indicator appears on one side of the screen that gives you a height read-out in feet. This is useful for when you need really big air to make a certain jump or reach a certain item. Another thing about a BMX is it's not quite as bi-directional as a board. On a skateboard you can skate in either direction at will (using strange stances and things, the phrases goofy, fakie and nollie will no doubt mean something to

some of you), but on a bike it's not quite as easy. Riding backwards is that little bit tougher, but luckily you can flip your bike easily by just pressing down on the D-pad. This gives you a way to get out of those confusing 180 spins, and also looks dead cool.

This is a reasonable title, but

offers nothing new to the genre and is incredibly similar to *Tony Hawk's Pro Skater*. If you've got the latter, you won't want the former unless you're really mad for it. Personally I prefer *Tony Hawk's*, but maybe that's because I'm better at that than I am this.

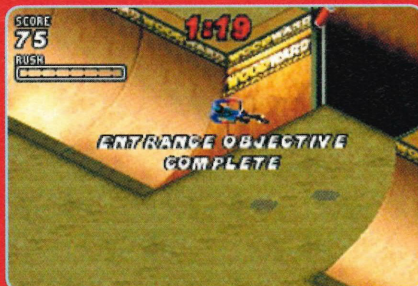
Jamie Wilks

is the other mode, a natty collect-ten-stars-as-fast-as-possible game with your opponent then trying to beat your time. I suggest you don't let him watch your run or he knows where all the stars are!

So, is it really just *Tony Hawk's* on a BMX? Well, there are

Iso-BMX-tric

Dave Mirra Freestyle BMX 2 uses a three-quarters isometric kind of a view, again similar to *Tony Hawk's*. It works reasonably well considering the GBA can't handle full 3D, but can make it a bit confusing at times with some jumps hard to judge and items hard to place.



Uppers

- + Lots to see
- + Good fun
- + Nice and challenging

Downers

- Unoriginal
- Isometric view a bit annoying
- No character creation

Summary

Tony Hawk on a BMX. If you liked *Tony Hawk's* you'll like this, but do you really want two games that are so similar?

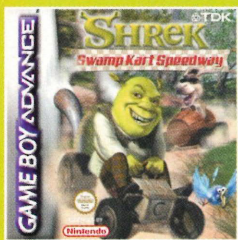
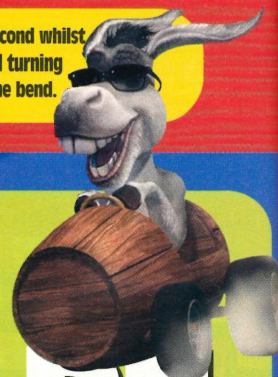


81%

REVIEWS

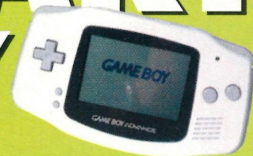
GBX

21



DAMAGE:£29.99
ON SALE:OUT NOW
WHO:TOK MEDIACTIVE
TYPE:DRIVING GAME
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

SHREK: SWAMP KART SPEEDWAY



He's had a fighting game on the GBC, now Shrek gets his own karting game on the GBA. Jamie has a look...

Choose your Monkey

Eight characters from the film are selectable from the start; Shrek, the Princess, the Three Blind Mice, the Gingerbread Man, the Three Little Pigs, the Seven Dwarfs, an executioner-type guy and some chick riding a bear. Four bosses are also unlockable to give a full complement of 12 racers, with varying handling, speed and recovery stats.



Why is it games developers persist in making such shoddy games from film licences? Don't they realise they could sell far more copies if it's actually good, rather than just having the name of a film slapped across it? *Shrek: Swamp Kart Speedway*, for those of you who hadn't already

guessed from the title, is a Mario Kart clone. And a particularly bad Mario Kart clone, I might

add. It has three game modes; the normal single-player beat-one-track-to-play-the-next-kind of affair, a Training Mode where you can use any driver on any course (which begs the question, why would you want to trawl through the main game mode?), and a Link Mode for up to four players. The control system is identical to that of *Mario Kart*; one button accelerate, one to brake, one to use your current power-up and one to make your kart hop.

Green Lump

So, apart from the fact it's totally unoriginal, what exactly is it that makes *Shrek Karting* so bad? I'll make a list, shall I? First off, it looks terrible. This is a great example of how to use bland shades of the same colour and untidy jagged sprites to give a game that real home-made look. Next is Mr Sound; totally uninspiring bings and bongs that give the impression of a xylophone accompaniment. Then there's the game engine, which does a terrific job of delivering

frustratingly abysmal collision detection, along with two-dimensional artificial intelligence. All this whilst still only managing to deliver an utterly pathetic frame rate. On the plus side, *Shrek: Swamp Kart Speedway* shamelessly rips off *Mario Kart*'s weapons left, right and centre, which at least serves to give the gameplay some much-needed balance. There

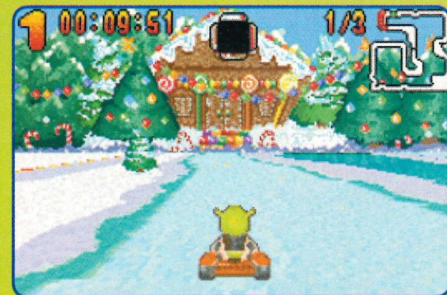
are plenty of racers to choose from, as well as some hidden ones to unlock, and there are 16 tracks for you to get your teeth into. Unfortunately, none of this detracts from the fact that *Shrek: Swamp Kart Speedway* is a very poorly put together game. If you're mad on racing games you might get something out of it, otherwise steer well clear.

Jamie Wilks

Use the powerslide to corner quickly.



Hit these turbo pads for speed.



Xtreme Rating

Uppers

- + 16 tracks.
- + 12 racers.
- + Link Mode.

Downers

- It's rubbish.
- It's annoying.
- It's a waste of £30.

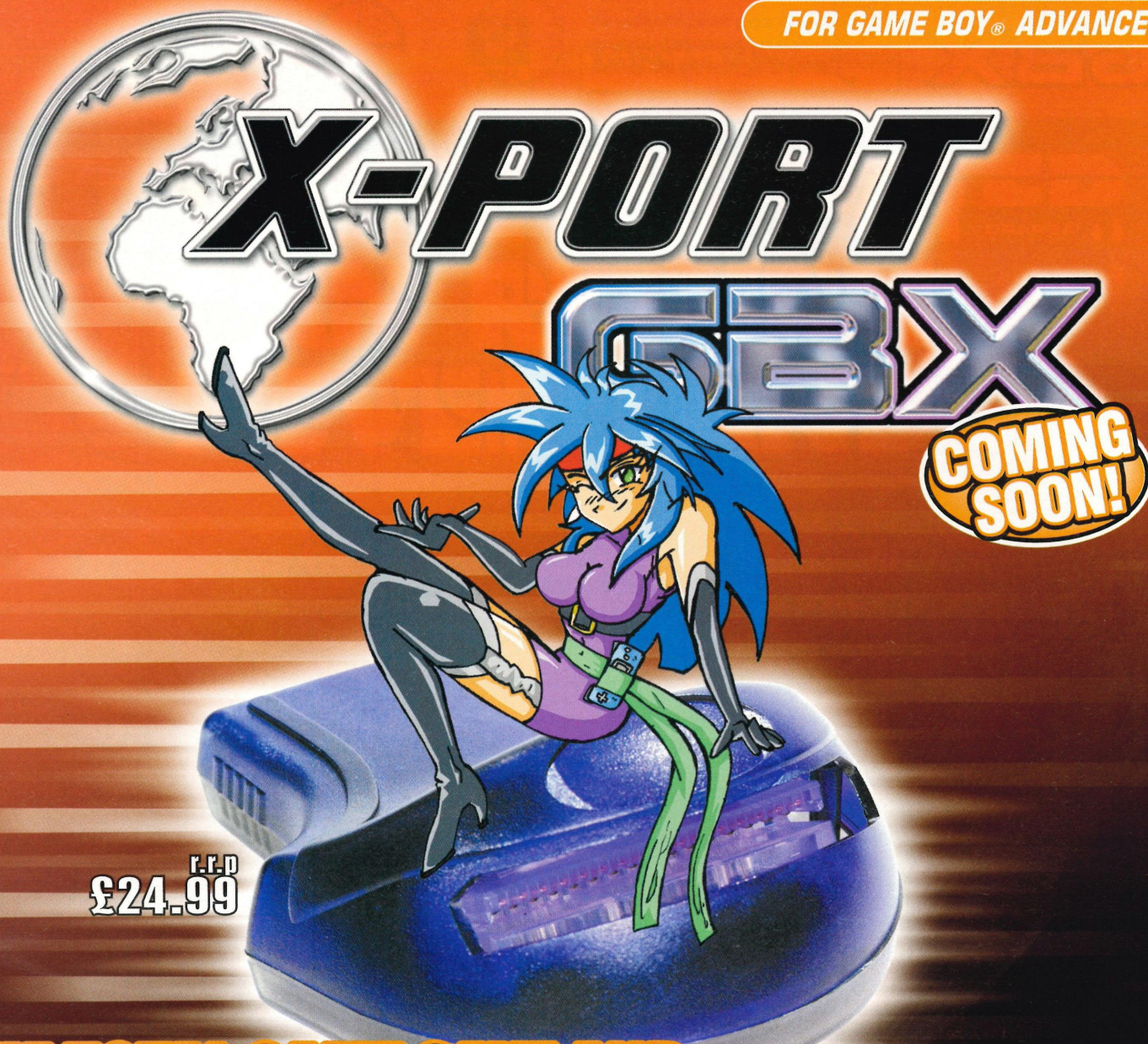
Summary

Swamp Kart Speedway is deficient in the presentation, gameplay, originality and longevity. Anybody buying this is mad on racing games, or just mad.



32%

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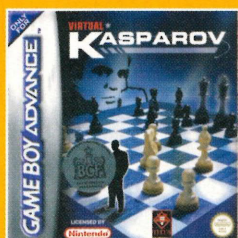
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*Example cheat only - please note that game save cheats will vary depending on the individual game.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: TITUS
TYPE: CHESS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

VIRTUAL KASPAROV



The ancient board game returns to the cutting-edge handheld, but is it just for squares? Ian checks it out...

Garry Kasparov

Garry Kasparov was born: Apr. 13, 1963 in Azerbaijan, a former Soviet republic. He became youngest player ever to win the world championship 1985, when he defeated countryman Anatoly Karpov aged just 22 years, 210 days. He split with International Chess Federation (FIDE) to form Professional Chess Association (PCA) in 1993, and was stripped of FIDE title. He successfully defended PCA title against Britain's Nigel Short, then beat IBM supercomputer Deep Blue" four games to two in 1996 in New York. He lost the rematch to an improved version of the computer in 1997, and finally lost the world title to Vladimir Kramnik in 2000.



prizes for guessing what that does), we'll get straight into the Story tournament. Here you're faced with a map divided into five locations, with only Africa and America initially available. In each location you must beat four foes to open that territory's Master, and then beat him (or her) to get at the Grand Master. Beat all five Grand Masters and you can take on Kasparov himself. Good luck – you'll need it! All opponents have their own history and playing characteristics, be they aggressive, passive, defensive, indecisive or whatever. 'Ordinary' opponents can be tackled in any order, and you don't

have to beat a Grand Master to open a new territory. This is good news, as when you get stuck you can easily side-step and take on a different foe before coming back to the one that stumped you.

Piece by Piece

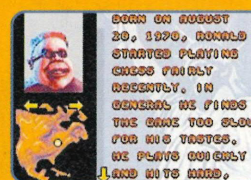
The computer AI is high – very high, in fact. You'll have to work really hard to take on the Masters, let alone the Grand Masters and Kasparov. The opponents actually 'feel' like real people too, offering individual styles, strengths and weaknesses. Sure, some of the weaker ones make sloppy mistakes and a few foes are downright terrible, but they soon toughen up and give you one hell of a game.

Virtual Kasparov offers a 3D or 2D board, but none of the fancy stylised chess sets you find in Chessmaster. I think we can safely file that one under 'who cares?', though – no one plays with 'em anyway. Serious chess enthusiasts will miss the 150 classic games offered by Chessmaster Advance, and for serious players looking to improve their skills, the Ubi Soft offering is arguably the more flexible of the two games, but Kasparov's Story Mode offers a videogame as well as a chess sim. So which is better? It depends who's asking, but I reckon most GBA owners will find the Story Mode shades it for Garry's game.

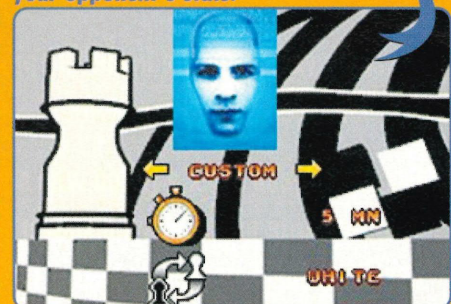
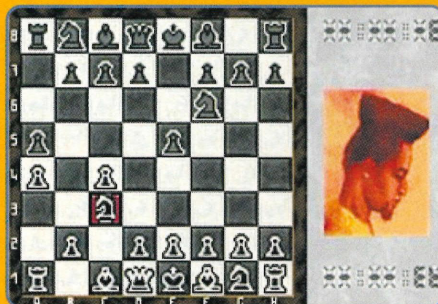
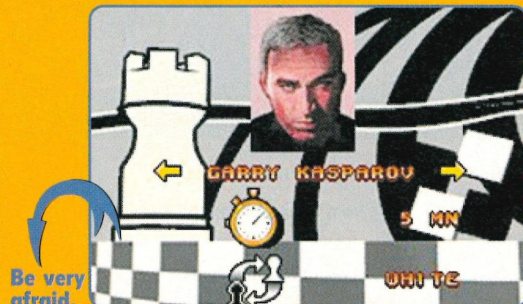
Ian Osborne

Amazing. Two chess games in two months, and they're very different creatures. Virtual Kasparov isn't quite as sophisticated as Chessmaster Advance, which scored 79% last issue, and it lacks the novelty playing pieces and classic

matches to watch, but it addresses the Chessmaster series' main (and arguably only) fault – it includes a Story Mode. So, neatly bypassing the Quick Start (a single game against one of 15 opponents), Tutorial (learn to play) and Versus (no



With the Custom foe, you can set your opponent's stats.



XTREME RATING

Uppers

- + Story Mode (hurrah!).
- + Great AI.
- + Accessible.

Downers

- No classic games.
- Not quite as flexible as Chessmaster Advance.

Summary

If you're a serious player looking to improve your skills, go for Chessmaster Advance. If you want a game as well as a chess match, Virtual Kasparov is for you.



80%



The end of the level is pretty much always on the far right, so keep pushing in that direction and you won't go far wrong.



DAMAGE: £29.99
ON SALE: 29TH MARCH 2002
WHO: UBI SOFT
TYPE: PLATFORM ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

DISNEY'S PETER PAN RETURN TO NEVER LAND



A game about a boy who just wouldn't grow up? Oli seemed the perfect choice to take a look...

A guy in green tights who flies into people's windows, then flies off again with their children? Sounds like a menace to me (albeit a rather strange one), but still, he'll be returning to the silver screen any time now, in *Peter Pan: Return to Never Land*. Of course, we couldn't have a Disney cartoon film without an accompanying action/adventure game for our

handhelds, so here we have it, another kiddie-oriented licence with platform style gameplay. You know what to expect – bright, cartoony graphics, a well animated main character, lots of platform levels, a few bonus levels, and a plot that vaguely follows the film. There is, however, a twist to this platform adventure – Peter Pan has the ability to fly (given enough pixie dust, that is), and as you can imagine, that makes a lot of

those platforms a fair bit easier to get to. In fact, the problem with the flying is it makes many of the levels

too easy – seeing as you just have to get from left to right it's tempting to just float past most of the level. Sure, pixie dust is used up quickly while you're flying, but there's usually plenty of it about and often enough to stay in the air for most of the time.

much better on hard. Lots of enemies give you loads of health when they die, so you don't have to worry about taking damage from them, and the levels are so simplistically designed that you can skip through with barely any thought at all. Not one for the experienced gamer, but for a young fan of Peter and Tinkerbell the game has a lot to offer. As usual, the graphics fit the Disney style well, and while slow paced there's a fair bit of variety in there to keep you going. It is just another action/adventure licence, but it's not such a bad one.

Oliver Lan

Airborne Antics

Still, the game is obviously aimed at the younger market, but in fact most players will find it ludicrously easy on the normal setting and not that



The game starts in London, with Peter dropping in to pay Wendy a visit. Somehow he ends up flying off with her children to Never Land, where they get caught up in the struggle against Captain Hook. Nice one, Pete.

I'll Bring Them Back, Promise



Peter realised too late that saying 'here, kitty kitty' was a bad move...



Look! It's Peter Pan! Mr. Peter! Mr. Tinker Bell!



Peter was amazed at the pirate's breakdancing ability.

XTREME RATING

Uppers

- + Bright, colourful graphics.
- + Playable for youngsters.
- + You can fly.

Downers

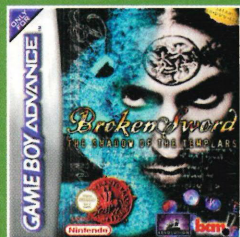
- Too easy for most players.
- Horribly twee music.

Summary

Definitely not for everyone, but the kids will love it.



72%

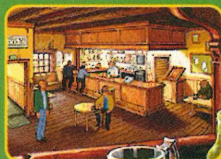
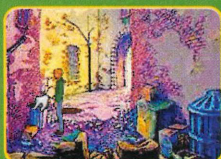


DAMAGE:£34.99
ON SALE:12TH APRIL 2002
WHO:BAM! ENTERTAINMENT
TYPE:GRAPHIC ADVENTURE
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

BROKEN SWORD



It's a classic on the PC, but can a graphic adventure work on a handheld? Ian investigates...

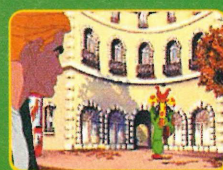
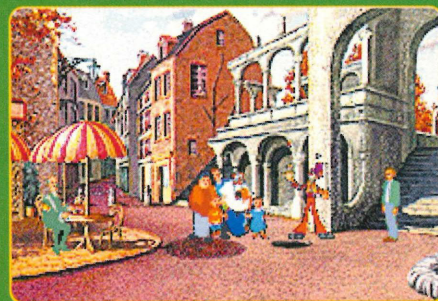
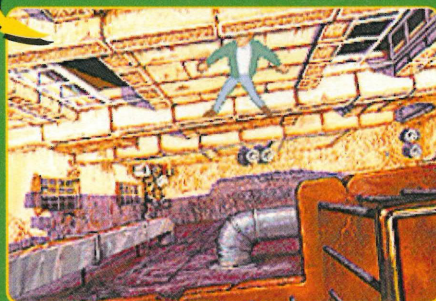


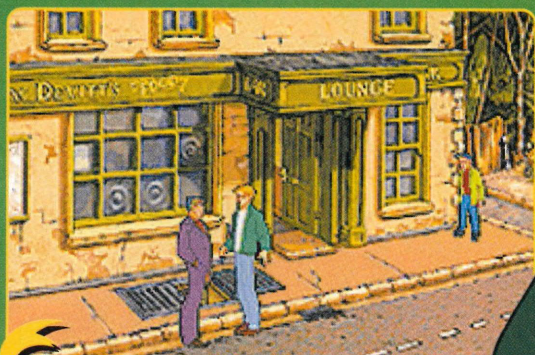
Ever said, 'I'm dying for a coffee'? Well poor old George Stobbart very nearly did. An American visiting Paris on holiday (or vacation, as our colonial cousins say), he was minding his own business at the local café when a dude in a clown costume walked in, stole someone's briefcase and left a bomb behind. The explosion took out most of the

café and left one hell of a mess on the pavement too. And if you think that's weird, wait until the story unfolds, with tales of the Knight's Templars, ancient conspiracies, thuggish assassins and a cute photo-journalist babe called Nico... *Broken Sword* is a pure-blooded graphic adventure.

Stealing the Manuscript

If you caught our video interview with *Broken Sword* producer Tony Warriner, you know what's going on here. You need to get an item out of the hotel, but two thugs wait on the door to duff you up if they catch you with it. To succeed, you must drop it over the ledge into the alleyway, then walk out the door and retrieve it after getting past the thugs.





When the going gets tough, the tough go down the pub.

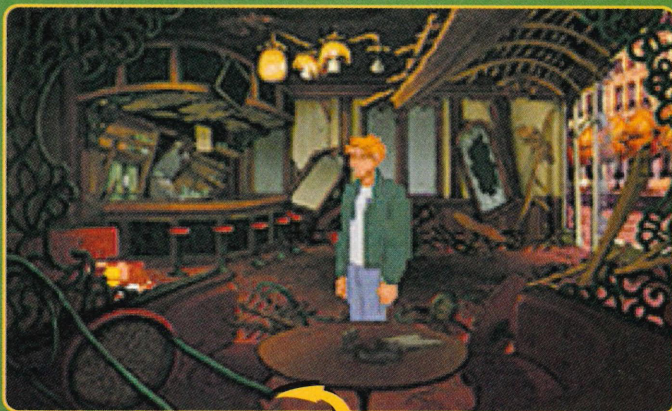


Gone are the days when a Game Boy conversion of a popular game series meant a throwaway platformer with nothing whatsoever to do with the big-machine versions. Nope, this is very much the *Broken Sword* that appeared on the PC and PSX a few years back, but with a revamped control system to compensate for the handheld's lack of a mouse.

In Control

And that's as good a place as any to start. The PC version of *Broken Sword*, in common with most graphic adventures, was controlled by dragging a mouse pointer across the screen. Click on nothing in

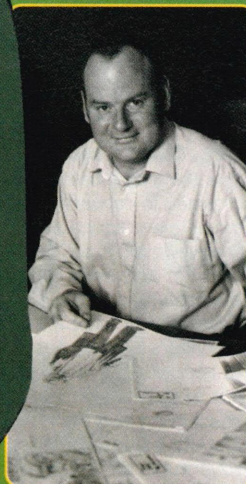
particular to get your character (George) to walk around. Place it on an exit or object with which you can interact and the icon changes, showing whether you can pick it up, use it or leave by it. On the GBA you have direct control over



The club regretted hosting the GBX Christmas party.

Charles Cecil Speaks...

GBX talks to the creative genius behind the *Broken Sword* series...



Q *Broken Sword* has always been admired for its graphics and environments. How do these features translate onto the GBA?

A Game Boy Advance offers considerable processing power, impressive graphics capabilities and remarkable audio. However, being cartridge-based, storage is always at a premium. Compared to other genres, adventures are storage-heavy because of the vast quantities of unique animation graphics required. We have therefore invested heavily in advanced data compression techniques that enable CD-sized resources to be shoe-horned onto the GBA cartridge. We are very pleased with the results because graphically the game looks very similar to the PC version.

Q What does the GBA version offer to both fans of the series and newcomers?

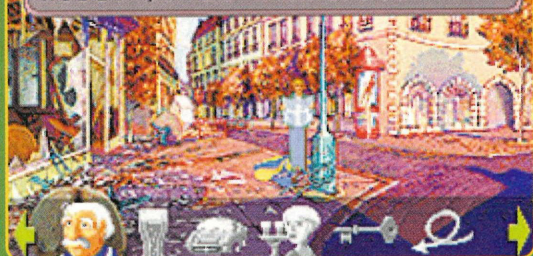
A The game contains a number of Easter eggs that are unique to the GBA version. We're under pain of death not to

reveal them, however. For a newcomer, we believe the game is unique on the platform. Rather than being yet another platform or shooter game, the game provides a rich narrative-orientated gameplay. Obstacles and puzzles are logical and intuitive and are directly related to the narrative. The game builds strong character empathy which soon draws players into caring about the characters and what happens to them. We would expect people to play the game for short periods of time – possibly when commuting to school or work. The game is perfectly suited to this pattern of gameplay.

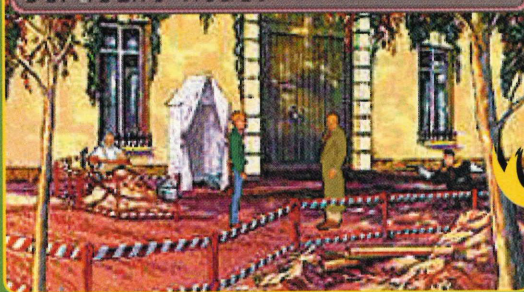
Q The game's music has always played an important part in contributing to the game's atmosphere how is this same effect going to be achieved on the GBA version?

A We've worked closely with Barrington Pheloung, the composer of the original score, to ensure all the significant cues have been included in the GBA version. We're using a complex music playback system that allows us to incorporate considerably more music than would have previously been possible had we used the PC method of waveform playback. Barry has been great, supplying us with MIDI files for all the cues in the game and also the orchestral samples from his own studio – samples that were used to create the music in the original *Broken Sword*. We're investing a lot of time and effort in the music for this title, because we know how important it was in maintaining the atmosphere of the original. It really is going to sound great.

George: The leading article referred to the visit of a Nobel prize winner...



rossio: Put that thing away Sergeant Moue.



Joy of Text

One of the few things that didn't make it from the PC is the voice-overs. On the GBA, speech is offered in on-screen text boxes.

No adventure is complete without a visit to the bogs...

your guy, moving him around with the D-pad. An icon appears if he's near anything interesting, eg. a mouth if you're near a character you can talk to, or a pair of cogs on an object you can use. You can toggle through the interesting elements using the right shoulder button, which eliminates the need to rummage around everything in view to find something interesting (and also makes the game easier). The left shoulder button lets you access the objects you carry, combining them with each other or using them on something in your current location. The system works really well, and it soon becomes intuitive. Smart move!

Hey, Good Lookin'

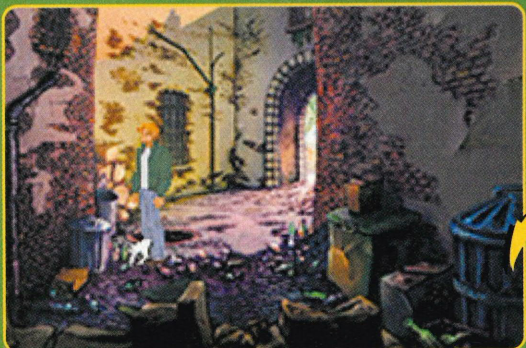
One thing that hasn't changed in conversion is the incredible production values. The game looks delicious (and not just when Nico's on the screen), and the music's a real treat for the ears. The storyline's exciting enough to keep you playing, and it's not so stupidly hard you get stuck every five minutes – in fact, it's a good game for adventure novices. The puzzles are pretty logical and fit in well with the overall atmosphere of the game, but occasionally trying things at random just because you can reaps more rewards than it should. It's like an addictive book you can't put down – you just have to see what happens next.

Unfortunately, a few flaws means it falls short of being a classic. Much of game unfolds in conversations with other characters. You can choose who to talk to and about what, but not what you say. To expect otherwise would be asking for the impossible, but it sometimes feels like you're not fully in control, that you're helping things happen rather than making them happen. This is especially apparent when you solve a puzzle in ways you never intended simply by talking to the right person and letting a cut scene take over. These troubles aside, Broken Sword is a cool game, and much better than that

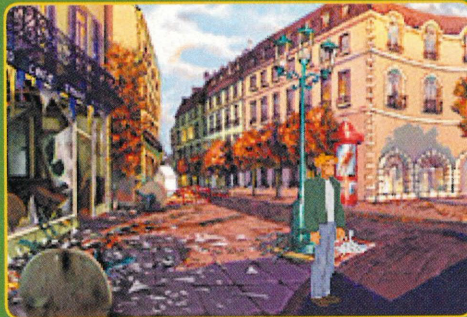
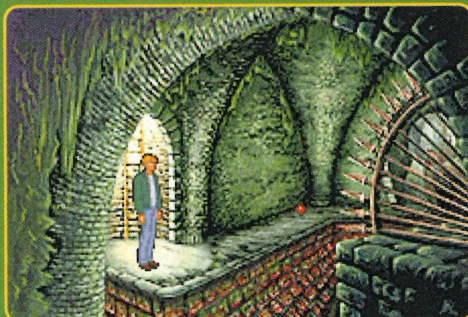
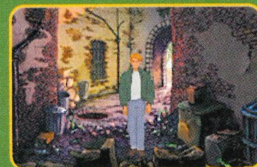
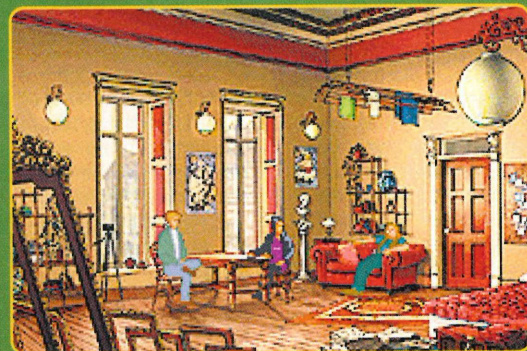
American Nancy Drew adventure effort you can get on import. It's tight enough to prevent you wandering around aimlessly, interesting enough to keep

you playing and deep enough to be rewarding. It's not the hardest adventure around, but it's definitely one of the best.

Ian Osborne



The 'grasping hand' icon shows you can pick up an object.



XTREME RATING

Uppers

- + Thrilling storyline.
- + Great graphics.
- + Fantastic music.

Downers

- Not fully in control.

Summary

A solid and playable first UK adventure for the GBA. Let's hope there's more where this came from.



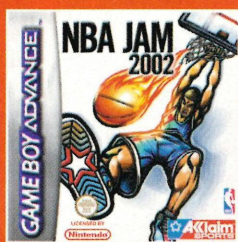
84%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗



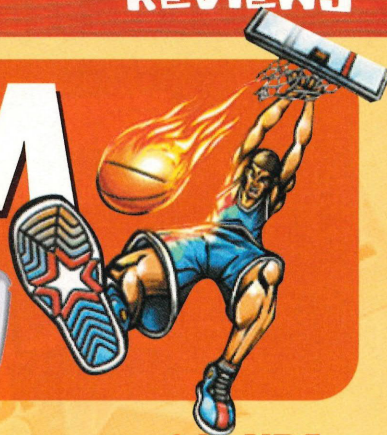
Long shots can be quite effective and are certainly worth a try in the dying minutes of a game.

REVIEWS



DAMAGE:£34.99
ON SALE:NOW
WHO:ACCLAIM ENTERTAINMENT
TYPE:SPORTS SIM
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

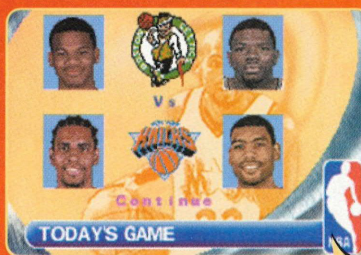
NBA JAM 2002



Mmmm. Jam. Oh, basketball. John hits the court with *NBA Jam 2002* to shoot a few hoops.

used to be okay at basketball when I was at school as I was reasonably tall, but then you look at the height of some of the players in the NBA. Blimey, I mean, even at six foot I wouldn't stand much of a chance now. Even so, basketball was a game I really enjoyed playing, although I must admit I find it a bit monotonous to watch on TV. So, with somewhat mixed feelings I netted myself a copy of *NBA Jam 2002* on the GBA.

Initial impressions are good with *NBA Jam 2002*, having all the gloss and polish that you'd expect of a licensed sports game these days. Whilst the quality of the graphics won't make your jaw



Erm, aren't we missing a few people?

drop, it's more than adequate for the purpose, and the same can be said for the sound.

All 29 of the NBA teams are present and there are a total of 140 players in the game. The players are accompanied with a photo and statistics and the teams all have a logo, leaving you with the

impression that a lot of work has gone into the game.

Alley Oop...

There are several play modes that you can choose from, including: Season, Horse, Play-Offs, Jam and Practise. Also included are a number of basketball moves such as sky hooks, alley-oops and off-the-

glass passes.

The developers have made the interesting choice of limiting the teams to two men per side. This may disappoint die-hard fans of basketball, but if you consider the small screen area of the GBA, plus the fast-paced and cluttered nature of a basketball court, it is actually quite a smart move. The two-man teams work quite well and don't detract too much from the gameplay, although I personally would like to have seen it with three players per side.

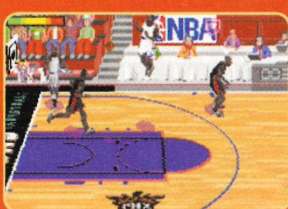
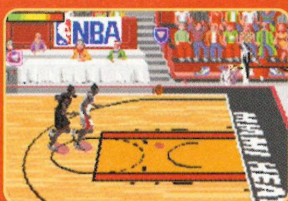
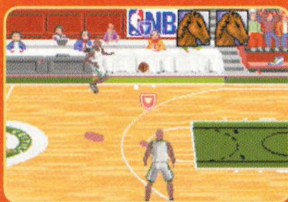
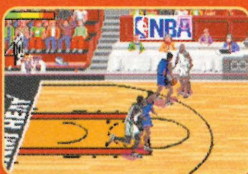
Sounds good then, eh? Well, yes and no. *NBA Jam 2002* is one of those games that although we can find no major criticisms for, it ultimately isn't that exciting to play. All the right ingredients appear to be there, but it lacks a sprinkle of excitement and that 'come back for more' factor. Perhaps a link feature allowing you to play head to head against a friend would have livened things up a bit, but as it is, we think this is one for die-hard basketball fans only.

John Hagerty



Four Play?

The decision to only include four players on the court at one time may have been a surprising one for the developers to take, but it pays off. Basketball players aren't known for being small, so imagine how cluttered the GBA's small screen would be! Makes the lack of link-up options all-the-more surprising, though.



Ah. The ball has caught fire, for some reason.

XTREME RATING

Uppers

- + Well polished.
- + All the player stats.

Downers

- Dull gameplay.
- No link-up option.

Summary

An adequate-looking but ultimately rather unexciting game.

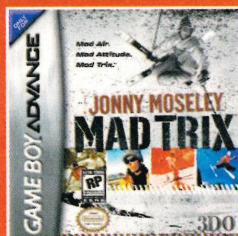


68%

REVIEWS

GBX

29



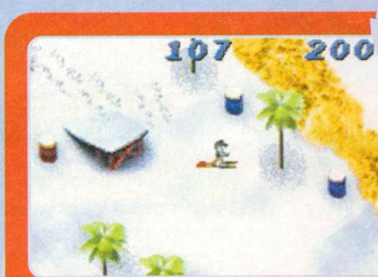
DAMAGE:£34.99
ON SALE:OUT NOW
WHO:3DO
TYPE:SPORTS SIM
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

JONNY MOSELEY'S MAD TRIX

Coo. A new extreme sports game based around an event we've not yet seen on the GBA. Could this be something original? Sadly not, discovers Simon.



With Tony Hawk's comfortably raking in the shekels for Activision, and the likes of the Shaun Palmer game also earning them a pretty penny, it's unsurprising other publishers are looking at other tricks-based sports to see how they can get themselves a piece of the action. 3DO has followed the rules to an extent, signing up a celebrity nobody in the office has heard of, but sadly for them, Tony Hawk's isn't going to have nightmares about the latest competition. But we'll come to why shortly. For now, here's what you need to know. *Jonny Moseley's Mad Trix* is a skiing



Are we the only ones thinking of Horace Goes Skiing here?



game – a rare commodity on any format – and the game plays in a relatively straightforward way. You ski along, performing tricks, picking up goodies, doing jumps, racking up points and all that kind of stuff. It's viewed from an isometric 3D angle, and the camera constantly keeps your skier in the middle of the screen, meaning you can't blame dodgy camera angles when you screw things up.

On The Piste
You CAN blame pernickety controls, though,

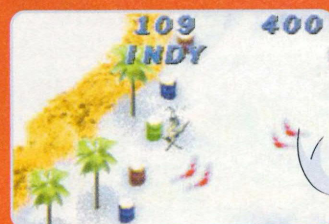
which happily punish any slight tap in the wrong direction, eating up valuable time. And you can also blame a series of long, uninteresting and slow levels that make it quite easy to get distracted. Fortunately there are plenty of tricks to master, and that's probably enough to keep you occupied for a while, and there are extra elements to unlock to keep you coming

back for more. Yet the game ultimately lacks the polish, attention to detail and sheer quality of gameplay of the leading extreme sports simulations, and whilst *Jonny Moseley* is passable enough entertainment, it simply has too few ideas of its own to be worthy of recommendation. Limited fun, but nothing more than that.

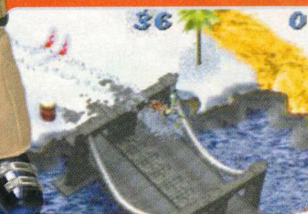
Simon Brew

Show Off Your Medals

Ah! As an extra incentive, 3DO has given you the chance to earn yourself a few rewards, which if nothing else, will make your mother proud. The better you do in the various stages of the game, the higher the medal you're awarded. Can you go for gold? Or will you be like us, and nip off for a game of Tony Hawk's whilst the judges aren't looking?



You need to follow the arrows on the ground to make sure you're heading in the right direction



- + Different sport.
- + Graphics and camera are good.
- + Tricks are okay.

- Uninspiring level design.
- Fiddly controls.
- Hugely derivative.

Not the kind of game to sneeze at if it's a gift, but don't bother parting with your own cash for it.



SPOOKTACULAR SPRING SENSATION

Original
Game Boy

Total Gameboy - **84%**

Nintendo
OFFICIAL LICENSEE

Nintendo Official Magazine - **84%**

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GAX

GBX - **85%**

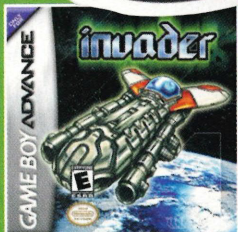
Original
Game Boy

Total Gameboy - **89%**

Nintendo
OFFICIAL LICENSEE

Nintendo Official Magazine - **89%**



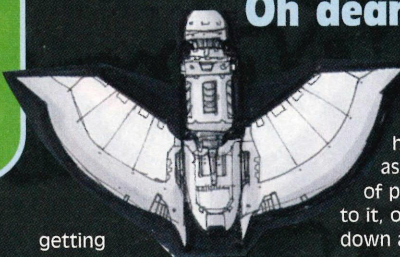


DAMAGE: £34.99
ON SALE: OUT NOW
WHO: XICAT INTERACTIVE
TYPE: SHOOT-'EM-UP
NO OF PLAYERS: 1-2
SAVE SYSTEM: NONE

INVADER



There's only one chance to save the world, one ship that can beat the enemy, and you've got Oli flying it? Oh dear...



you first start playing the game, it's great – yeah it's hectic as hell, but you assume that with a bit of practice you'll get used to it, or maybe it'll calm down after the first stage.

Tough Cookie

The unfortunate thing is it seems to get no easier – even on the lightest difficulty setting it can be monstrously hard to avoid getting hit, and sometimes when the screen is full of shots it just seems impossible. If you've got a few power-ups you can do much better (all of the weapons you can pick up are awesome), but the problem is once you get hit that's it; you're left with only a puny

getting one man to fly a single ship against all the enemy hordes. And so the game begins, at which point you can forget all that and get blasting. The action is thick and furious from early on, the screen quickly becoming filled with enemies and enemy fire, forcing you to buzz all over the screen to stay alive.

When



Look out below!



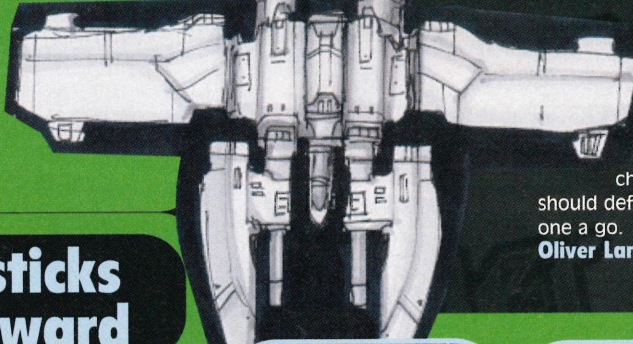
That rabbit there is a weapon power-up – there's also snake, dragon...



blaster weapon and little way of getting a better one. There just aren't enough power-ups, and being stuck with the default weapon is just no fun. That really does make things frustrating, and it's a shame because everything else about the game is so

good. It looks great without cluttering the screen, and you've got Boss Attack and Survival Modes thrown in as well. Best of all is link-up multiplayer mode – with two of you it becomes a lot more manageable, and the game is great played like this. Overall, though, it's not for everyone, and it seems firmly aimed at the real shoot-'em-up hardcore. So, if you think you think *Gradius* is for wusses, or if you really like a challenge, then you should definitely give this one a go.

Oliver Lan



Big Waggly Joysticks are the Way Forward

The Space Invaders arcade machine was released way back in 1978, and that pretty-much started it all. This game is in no way a conversion or update of said machine, but the title got us thinking. Imagine if you could take a GBA running *Invader* to show people back then. You could make people's heads explode.



XTREME
RATING

Uppers

- + Action-packed.
- + Nifty power-up weapons.
- + Looks the part.

Downers

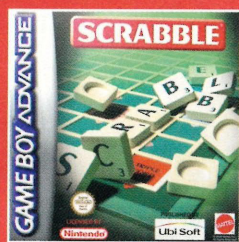
- Annoyingly difficult.
- Not enough power-ups.
- Short screen makes things harder.

Summary

A good retro shooter – but only for shoot-'em-up masters.

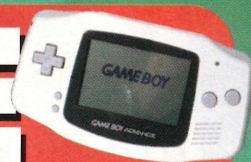


78%



DAMAGE: £29.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: BOARD GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: ... BATTERY BACK-UP

SCRABBLE



The boardgame's thrilled for over half a century, but is there room for it on the GBA? Ian 'investigates' (that's 16 points)...



The conundrum just like on Countdown...



Issue Seven's review of *Scrabble* on the Game Boy Color was overwhelmingly positive (it awarded the game 80%), but the game's speed was criticised. Not that this was unexpected – how fast can an eight-bit handheld shift when it's checking its tiles, making up words and checking them against its in-built Official Scrabble Dictionary? Thankfully the good ol' GBA is a 32-bit machine, and runs at a fair

old rate while still offering a decent challenge. So now we've got that sorted, let's see what the cart as a whole has to offer. All the expected *Scrabble* modes are there, with single games, three-game and five-game matches catered for. The Conundrum offers a seven randomly-chosen letters and demands you make the longest word you

can with them. The Anagram, a new feature for the GBA, demands you match each mystery word on the board from your track tiles. Also new to the GBA are the different board themes, viewing angles and tile graphics. Bet everyone goes for the classic British racing green board and ivory-coloured tiles, though.

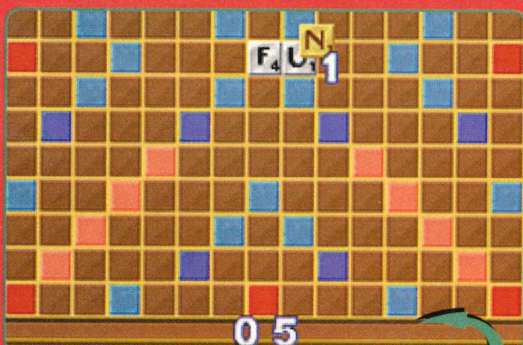
In the Dictionary

The best thing about *Scrabble* on the GBA is it has the Official Scrabble Dictionary built in. Every time you enter a word, the game automatically checks it for validity. You can't get away with misspellings or proper names, but one or two swear words are accepted (not telling you which). This takes much of the tedium away from playing, especially when you're up against human opponents. Multiplayer games are played on a single GBA, with gamers passing it from person to person in

turn. Up to four players can compete, and any combination of human and computer players can be used. Computer foes all have distinct personalities, which affect their style of play. There are ten difficulty levels to tackle, so it's suited for all players. Not everyone will be interested in playing *Scrabble* on their Advance, but those that aren't know who they are and probably aren't even reading this review. For those that are, Ubi Soft's

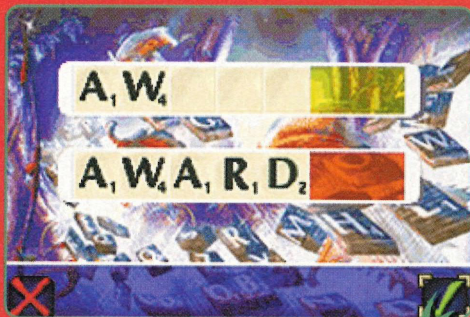
Scrabble could hardly be better. It's comprehensive, slick, attractive and incredibly playable.

Ian Osborne

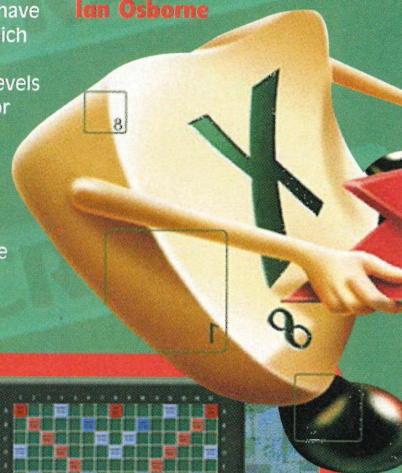


Stylised Boards

Stylised Scrabble boards. Whatever will they think of next?



The Anagram Mode, another little bonus game.



Uppers

- + Fast thinker.
- + Great AI.
- + Built-in dictionary.

Downers

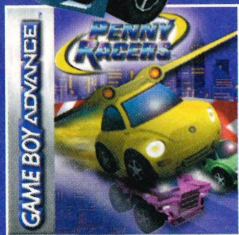
- Nothing much to moan about...

Summary

An absolutely excellent Scrabble sim that will last you for ages. Highly recommended.



91%



DAMAGE:£29.99
ON SALE:OUT NOW
WHO:XICAT INTERACTIVE
TYPE:RACING
NO OF PLAYERS:1-3
SAVE SYSTEM: ... BATTERY BACK-UP

PENNY RACERS

Jamie can't think of anything witty to say about pennies or racing, and even if he could, you probably wouldn't laugh anyway...

Watch that road!

On a lot of tracks you really need to keep your eyes peeled on the road surface and your speedometer. What may look like a harmless patch of grass could actually be a different road surface (grip type). Be sure to stick to the surfaces your car is kitted out for...



At first glance, Penny Racers seems like a pretty poor game. The graphics are merely average, the sound is scratchy and it takes you about two minutes to realise the collision detection between cars is very shoddy indeed. So, surely all this makes Penny Racers a big bag of pants that no sane person should buy? Well actually, no... The main game mode in Penny Racers is a series of, er, races against computer-controlled opponents. Finish in the top three and you're rewarded with prize money, access to the next course and maybe even a bonus car

part. This is where a lot of the fun comes in – this game has got loads of upgrades. Using your money wisely and customising your racer properly are the keys to success. Your racer has six stats; the typical speed, acceleration and handling but also grip ratings for the game's three surfaces; road, dirt and water (!). All of the parts you can swap out, from the obvious like your engine and brakes, right through to aerodynamic wings and transmission. Even the type of oil you use has an impact on these stats. Try and race on a winding off-road track with your

fastest engine and road slick tyres and you're laughing all the way to the finish line.

fastest engine and road slick tyres and you feel like you're steering a concrete cow. However, fit your heavy brake pads, sports steering and



dirt track tyres and you're laughing all the way to the finish line.

Spending a Penny...

Being able to customise your car to such a huge level gives the game a really personal feeling. This feeling is added to by the game's ability to share cars with your mates using the link mode. Here things get really fun as all the big talk goes out the window and its machine versus machine. Consider the battle courses where weapons come into play and the special challenge stages (everything from drag racing to precision

braking), and it's clear that there's more to Penny Racers than meets the eye. There's loads to see, it's damn addictive and it's damn fun to play, and as far as I'm concerned that's what matters.

Jamie Wilks



Blast 'em on the battle circuits.



Customise and upgrade your racer.

Xtreme
Rating

Uppers

- + Very addictive.
- + Fun to play.
- + Loads to see and unlock.

Downers

- Shoddy collision detection.
- Bland graphics and sound.
- Pretty easy.

Summary

The collision detection is poor, but once you get over it, it's a lot of fun. Not polished enough to recommend, but still pretty cool.



72%

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RATED

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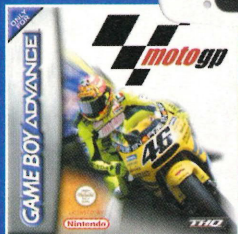
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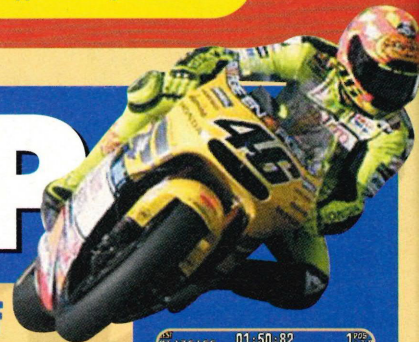
EDITORIAL OPPORTUNITIES

thinice



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:THQ
TYPE:DRIVING GAME
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

MOTO GP



Motorbike racing games have a habit of being either brilliant or pants. Jamie finds out which it is for Moto GP...

Moto GP has four game modes. First is the Quick Race Mode, an arcade blast on any circuit you've unlocked by smashing its lap record in Grand Prix Mode. Next up is the self explanatory Time Attack Mode, followed by the Tournament Mode. Here you play a four-circuit mini competition, which requires a set placing on each track to progress. Last is the Grand Prix Mode, the proper racing simulation mode with three difficulty levels and 16 courses. Here you have a qualification lap to get the best starting position you can, before you race two laps against a full field of 11 other bikers to grab the best points haul possible. Every four races or so you're given a password that you can then use to continue your session at a later date, which is handy as with 16

tracks it's a bit of a mammoth task to sit down and do the lot at once!

Super Hang-On, Anybody?

So what does it play like, eh? The control system is simple; one button to accelerate, the other to brake. However, your turning ability is affected differently by your speed than in a car racing game; if you're zipping along at a high speed, you can't lean into the corners all the way, so need to take your foot off the gas. With a little bit of practice things become easier, and you can really throw your bike round those corners and through those chicanes. Really tight bends require you to use the brake to get enough

turn, where as on gentler bends you can often get away with just letting off on the accelerator until your bike starts to turn away from the outside of the track. All this works really well and makes the game playable. The presentation in Moto GP

is good with the graphics in particular being very slick and giving a great feeling of speed with no slowdown. There's plenty to see and do here and the game is good fun to play if not quite fantastic enough for us to really recommend.

Jamie Wilks



Road Rage

Getting round the other racers in Moto GP can be a bit of a pain, as they're very quick to cut you up to stop you getting past. Be patient and wait for your opportunity to overtake, as if you hit the back of them you lose a lot of speed and have to catch up all over again.



Don't collect the signs.



Must... go... faster...

Xtreme Rating

Uppers

- + Lots to see.
- + Smooth graphics.
- + Link mode.

Downers

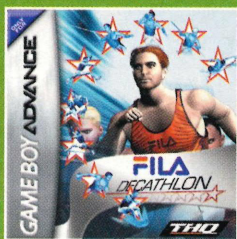
- Unoriginal.
- Gets samey.
- A bit easy.

Summary

A decent racing game and a welcome change from the Mario Kart clones. Not quite inspiring enough for me to recommend, but reasonable fun and with plenty to see.



78%



DAMAGE: £34.99
ON SALE: APRIL 2002
WHO: THQ
TYPE: SPORTS SIM
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY

FILA DECATHLON



Get ready for some button bashing, it's decathlon time. Simon hopes the bleeding from his fingers doesn't start during the typing up of his review...

Instantly bringing back many painful memories of thumping the keyboard to the tune of the Spectrum classic *Daley Thompson's Decathlon*, THQ's take on the discipline follows pretty-much the same template. The trick is to combine the manic hammering of buttons (which replicates the running part of the athletics) with a

sense of timing, for instance in making sure you launch the javelin at the right angle. All ten events from the decathlon are included in the game, although not all of them are instantly available, requiring you to make your way through before you can unlock some. And the variety of events certainly gives the game some immediate short-term appeal, even if



Last place? Hang thy head in shame.

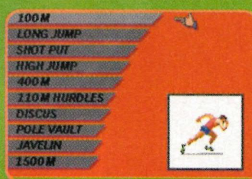
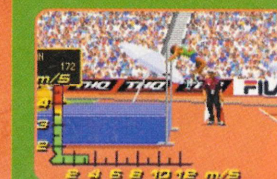


most of them are variations on the same theme.

Keep on Runnin'...

Furthermore, it's not the kind of title that you can win over without practice, and even when you do master a particular event, there's always the added incentive of attempting to beat your own record. It's not got the easiest learning curve to negotiate, and can at times seem unnecessarily fiddly given the various controls you need, but it's a title worth persevering with.

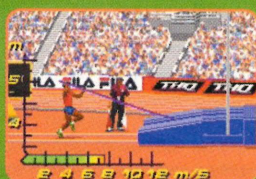
A further plus is the game's graphics, which offer a bright, attractive rendition of a decathlon, although as the events all seem to take place on bright days, it's a reasonable bet that the



setting is nowhere near our offices. And then there's the opportunity to link a couple of GBAs up and play this against your mates, which is where this kind of game always comes into its own. In that environment, you can put the relative difficulty of the single player game to one side and simply get on with

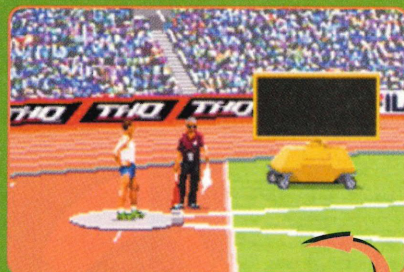
humiliating your friends. *FILA Decathlon* is an above average release, although there's undeniably room for improvement and a bit more user-friendliness wouldn't go amiss. Nonetheless, for the competitive among you who like your sports game, it's certainly worth a go.

Simon Brew



Brain or Brawn?

It's a cunning choice for a videogame, the decathlon, as it traditionally mixes a variety of disciplines that test both physical and to a degree mental prowess. Certainly in the past, programmers who have taken the challenge haven't always managed to blend this correctly, although most have married the physical demands of running to the physical demands of bashing seven shades out of your controller. *FILA* is at home in this department too, and to its credit, once you've figured them out, it also manages to inject some skill into the likes of the Discus and Shot Putt. It's in the timing, y'see.



Don't even think of sticking that red flag up, sunshine.



Uppers

- + Lots of events to try
- + Can beat your own records.
- + Multiplayer is great.

Downers

- Some events are hard to get to grips with.
- Wear and tear on your GB?

Summary

Reasonable enough in single player and great fun with friends, *FILA Decathlon* is a good, varied if ultimately quite shallow sports sim.



70%

POKÉMON

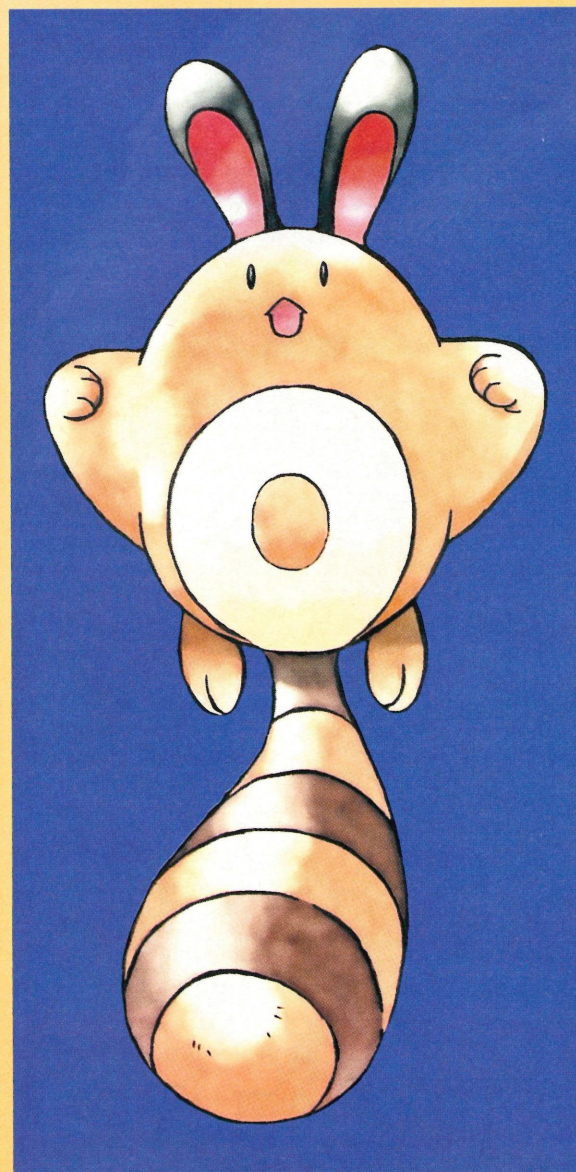
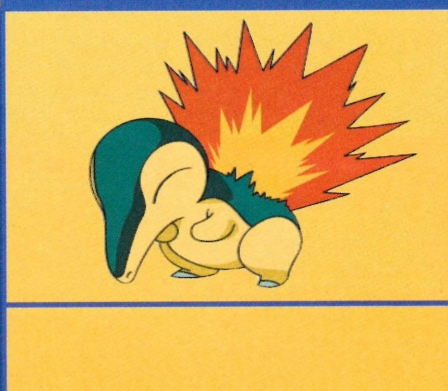
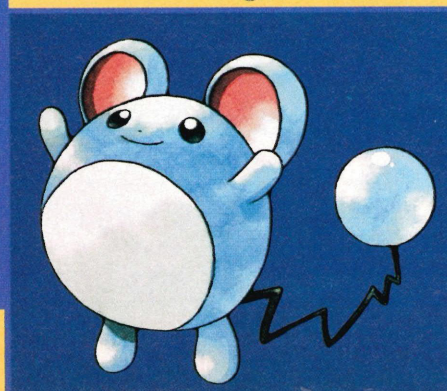
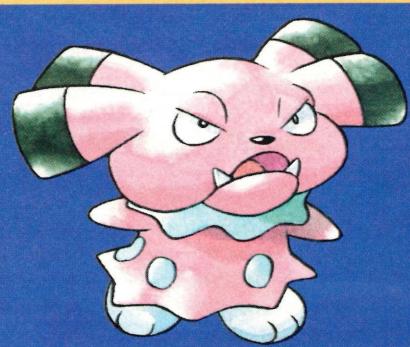
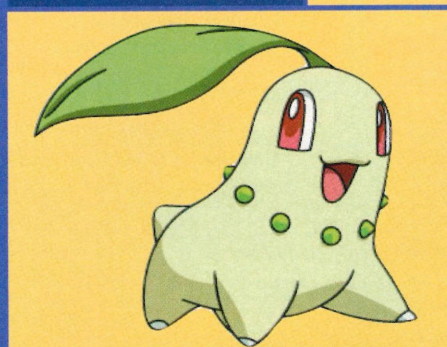
ON THE ADVANCE!

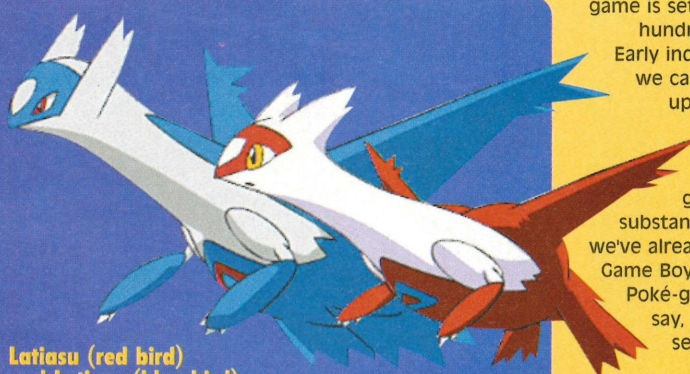
It's nearly a year now since the GBA came out, and still Nintendo is being very secretive about a dedicated Advance Pokémon game. We sent Simon to sort the facts from the fibs...

First, the good news. Nintendo is definitely, repeat DEFINITELY, working on a Pokémon game for the

Game Boy Advance. What's more frustrating is that they're playing their cards very close to their chest on this one, which has fuelled lots of rumours – some true, some not – about what will be included. We're just as in the dark as yourselves in some areas (even the title of the game hasn't yet been confirmed), but hopefully by the end of this feature you'll be a little clearer as to what's going on with the Advance debut of one of Nintendo's most popular titles. At this stage, there is a lot of confusion, predominantly caused by

the wide array of Internet speculation in lieu of genuine, concrete information. In fact, Nintendo's main utterance on the subject came at a press conference in January when they were announcing the arrival of yet another Pokémon movie (although ailing box office returns suggests this could be the last Pokémon film we see in cinemas for some time). What was confirmed at the press conference is that the Japanese release of *Pokémon Advance* (although that isn't the definite, confirmed title)



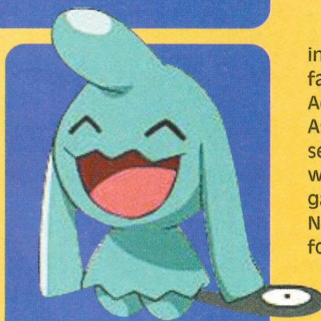


Latiasu (red bird) and Latiosu (blue bird).

will be on sale at the end of 2002, meaning we're not likely to see it over here until next year. Those websites telling you then that it's due out during 2002 need their facts checking – it's hardly likely Nintendo will release the English version before the Japanese one (some websites we found are claiming the game was released in March! Yeah – right!)

New Faces

But back to the film for a second. It's due out in Japan this summer (and if we're counting right, this is the fifth movie), and will introduce many of the new critters who will be making



Sonano, another new Pokémon.

an appearance in the new game. Two definites are Latiasu and Latiosu, although Sonano is also rumoured to be making an appearance. Other names mentioned for inclusion include Lizard, Whail and Marebelle. Yet we've still get plenty of the critters to meet, when you take into account that the

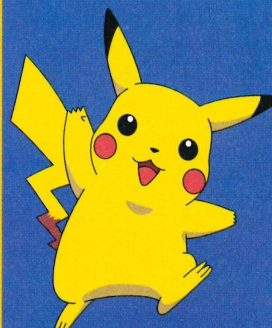
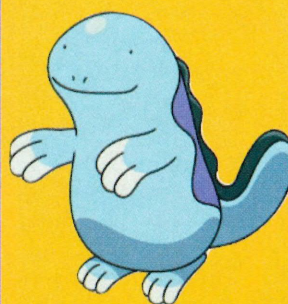
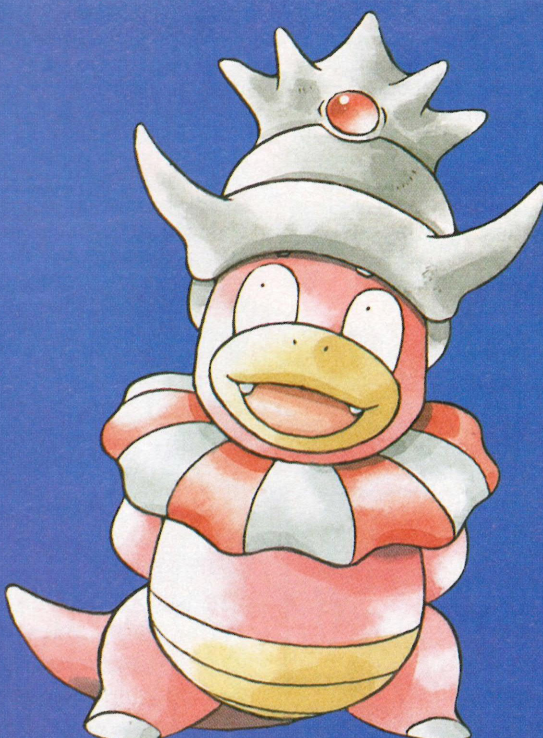
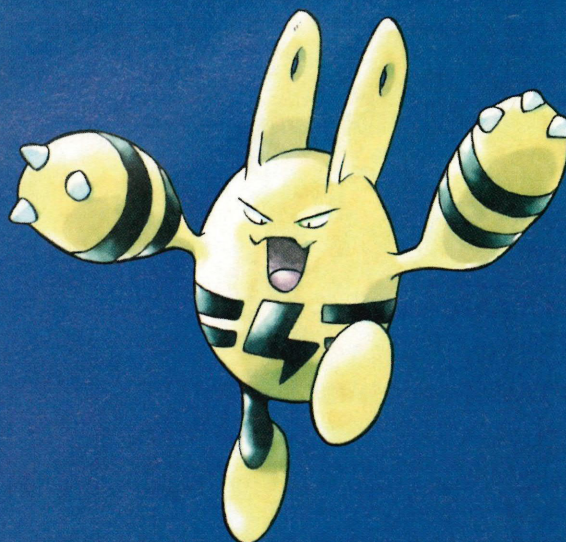
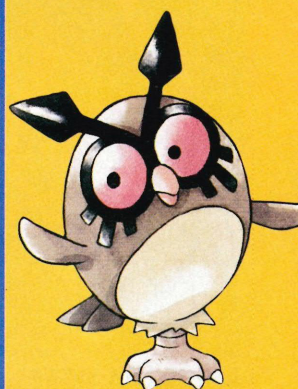
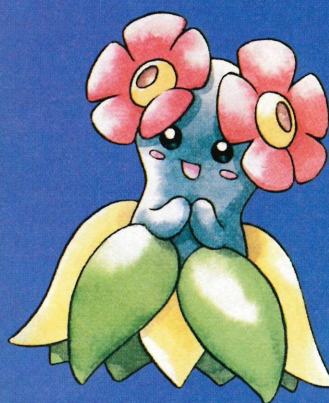
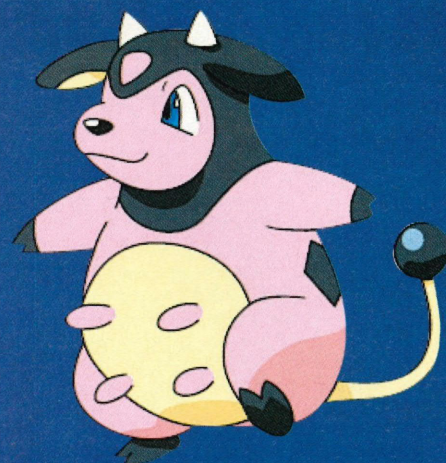
game is set to feature hundreds of Pokémon. Early indications are that we can expect to see up to 350 of the little monsters in the new

game, substantially more than we've already seen in the Game Boy Color series of Poké-games. Suffice to say, when we get to see the fifth film (and we haven't even seen the fourth yet!) we should be introduced to many of the faces that will inhabit our Advance in 2003.

As you'd expect, there are several new Pokémon we've not seen in the games before, and as Nintendo aren't particularly forthcoming on what they are, we've had to use our deep investigative skills to try and piece

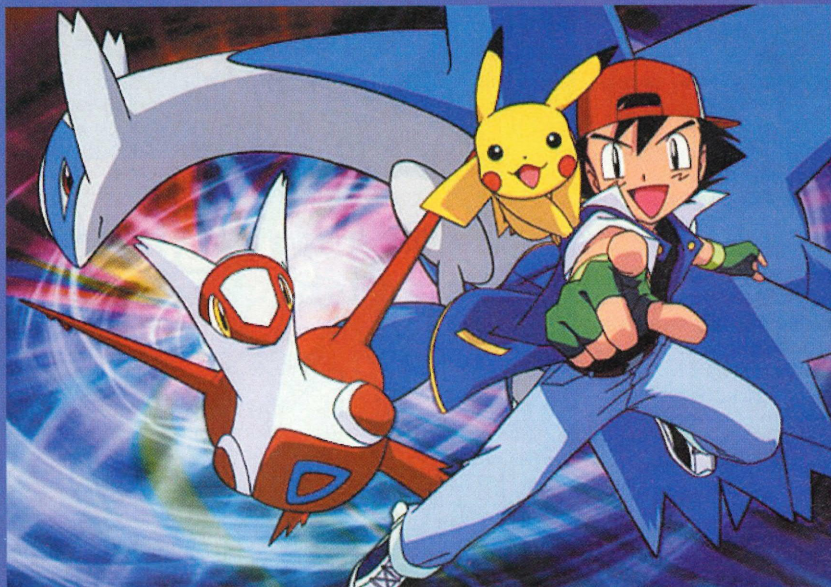
together what's what. In terms of exclusives to the game, around half a dozen are set to appear in Pokémon Advance only, and a new trainer is also set to be introduced.

Furthermore, this is a game where Pikachu will not – repeat, NOT – be taking centre stage. Certainly this is a fair shift from previous games, and should provide a new focus for the player, and from what we can make out, early reaction to this change is positive.



Pokémon on Screen

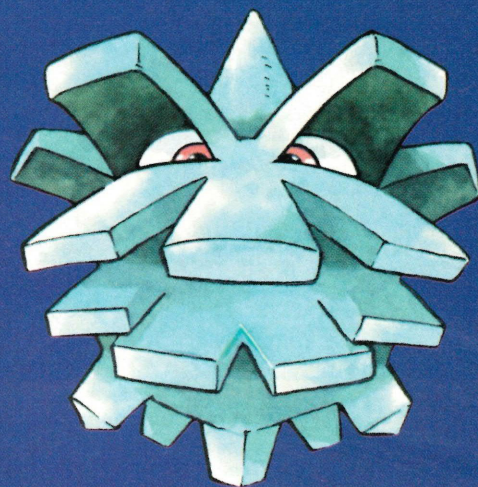
Some have been speculating of late that the Pokémon bubble has well and truly burst, based on the American and UK box office returns for the third movie. But for true fans of Pokémon, there's two new films already in the can, and whilst neither is guaranteed a cinema release in this country, both offer definite clues for where the Poké-franchise is heading. Furthermore, the anime TV series shows no sign of slowing down either. And as if to prove the popularity of the pocket monsters, there's even a dedicated Pokémon shop now operating in the middle of New York City! Make no mistake, there's a lot more yet to be seen from the world of Pokémon, and if anything, the reduced interest in them in other media can only bode well for future games. After all, the games have always been the cornerstone of the franchise, and the more effort put into them from our point of view, the better.



Also, those who like to get value for money out of their Advance games will also be pleased to hear that Nintendo is putting all its energies into making the Advance game a longer, more challenge affair that will take far more time to complete than any of its predecessors. Okay, so it may take a little longer before you get to boast to your mates that you've finished it, but you'll be getting better value for money in the process.

The Look and the Game

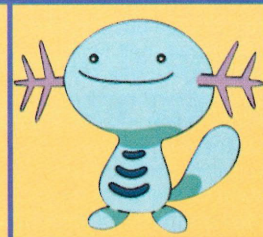
Perhaps the least surprising improvement on the agenda, given the move across to a more powerful console, is the extra work being done on the multimedia side of the



game. The graphics are getting a complete overhaul, and we certainly expect it to look a lot smarter than the admittedly not-too-shabby Color releases. We've not heard so much on the audio side of things, although we'd expect improvements in that department too.

One factor that does sound interesting is the idea that you will be able to bring more than one Pokémon into a battle. Certainly it could add an extra dimension to the battle sequences, which had a tendency to become quite repetitive as you got near the end of the game. Remember too that the new game is set to be longer, so the extra emphasis on the gameplay is all the better as far as we're concerned – after all, it's got to hold out interest for that little bit longer this time!

So where does all this leave us? Whilst there's not an awful lot known about Pokémon Advance at the moment, we're gratified to hear we'll be getting more



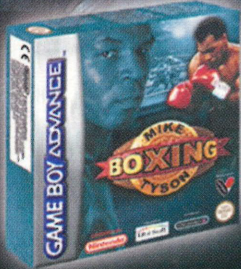
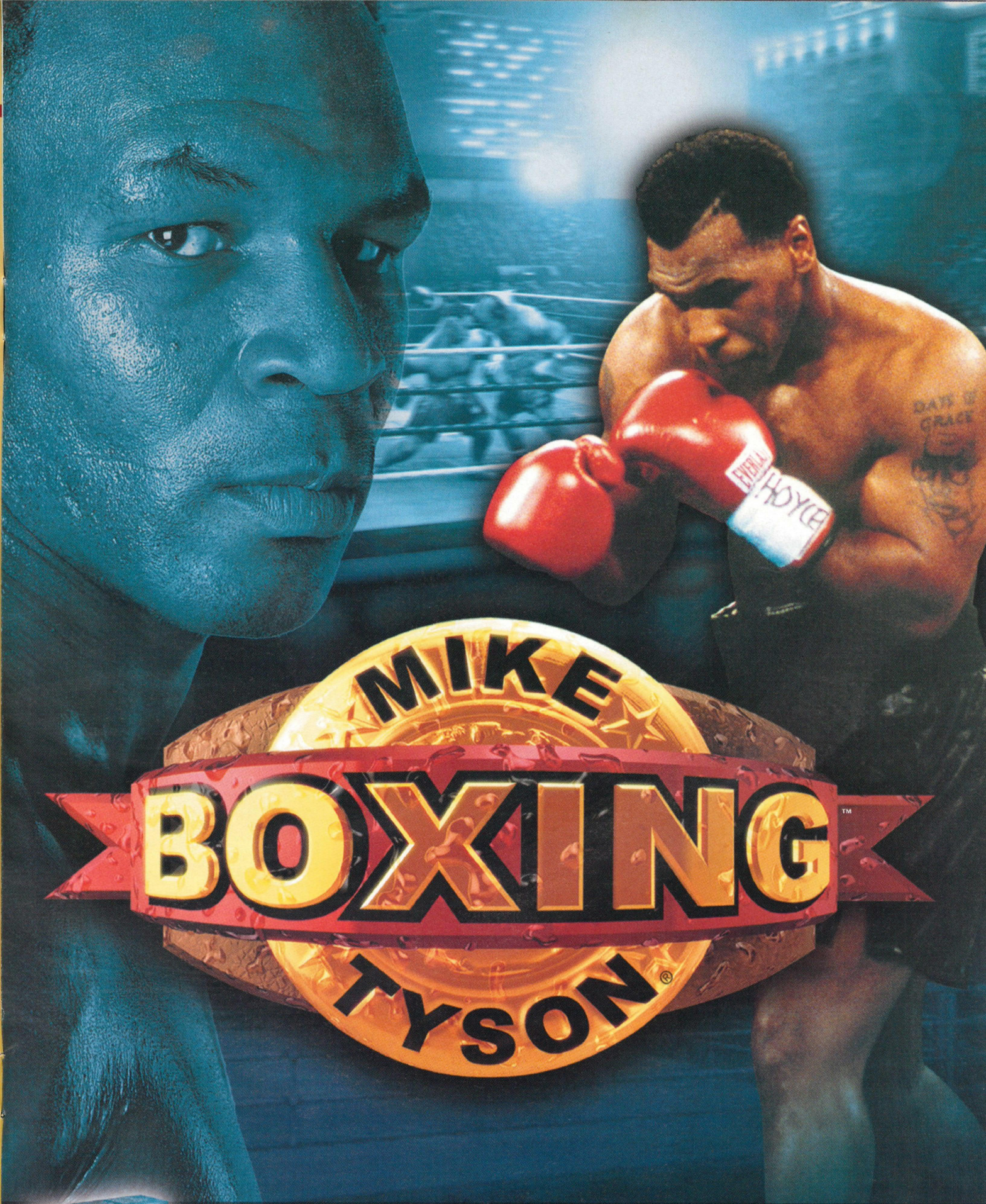
monsters, a bigger game and graphical improvements over the Game Boy Color releases. For whilst we enjoyed Pokémon Crystal, we know from your letters that we're not the only ones looking for Nintendo to do something new in the next Pokémon game. The franchise could really use an injection of new ideas, and from what we've heard on the QT, that's exactly what we're getting. So whilst there's a fair way to go until the game is released, we've still got a wide range of other cool Advance games on the way to keep us occupied, and in the meantime, keep your eyes on our news pages and we'll bring you more information on the game as it comes through.

Simon Brew

Wild Speculation

There's been plenty written about Pokémon Advance thus far, and as we mentioned, the Internet is rife with unsubstantiated rumours. Here's just some of the gossip that is being banded around. We should point out that we suspect the vast majority of these rumours are totally false, in case you were wondering:

- The game will be called **Pokémon Next**.
- The game will be a GBA game of a pirate title, **Pokémon Go Go Go**.
- There will be no old Pokémon at all in the game.
- There will be 400 Pokémon in the new game.
- The game will only be released in Japan.
- It'll be out in the UK this year.



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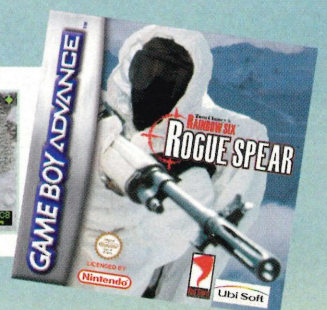
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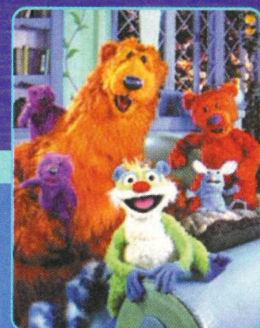
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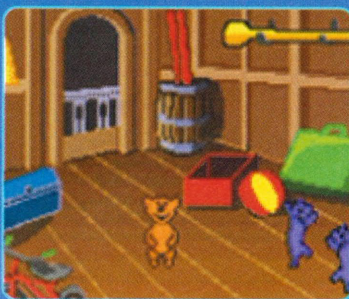
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TYPE: PUZZLE GAME
NO OF PLAYERS: 1
SAVE SYSTEM: NO

BEAR IN THE BIG BLUE HOUSE

Ah... a game aimed at five-year-olds, and one where John might finally be able to get past the first level.

For those of you too old or in my case too cool (yeah, right – Ed), *Bear In The Big Blue*

House is a kid's TV series that involves a large bear and his group of friends having fun. Like the TV show, this game is aimed at the pre-school market, so if you're older than seven it's fair to say this game is likely to prove to be a little simple for your tastes. There isn't much in the way



Home alone.

of a plot in *Bear In The Big Blue House*. Bear has a house (gosh, really? Is it blue perchance? – Ed), and you're given the opportunity to wander around and meet all the gang. Bear is in the lounge, and you find the twins Pip and Pop in the pond and Tutter, Luna and Treelo are all around the house and garden.

Muppet Mania

The graphics in the game are very nice indeed. There are plenty of bright colours, and the animation is reasonably good too. In all honesty, the characters probably look about as good as you could ever hope them to be, after making the transformation from the TV on to a GBC that is. As for the gameplay, well, there are around seven different games to play, though a couple of them are quite similar, and although reasonably varied there's little in the way of depth. They're all the sort of games that you'd expect to find in a title aimed at this age range;

Mazes, catching things, simple memory tests etc. None of the games particularly stand out, but they are the sort of thing that will keep a youngster happy for quite a while. So, if you're looking for a way to keep your younger brother or sister quiet, then this could be your answer, although it has to be said that a bag of smarties would be cheaper. With nice graphics and a variety of challenges on offer, *Bear In The Big Blue House* is a reasonable effort, but you can't help wondering if there really are enough pre-school GBC gamers out there to give this title the attention it

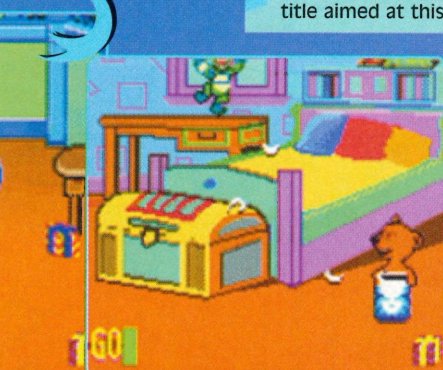
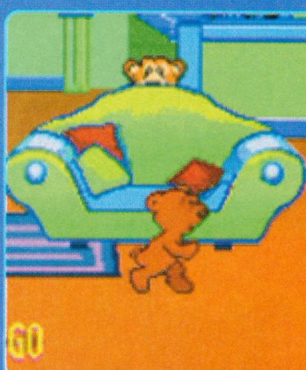
deserves. One thing is for sure, it won't appeal to anyone old enough to read this review, but if you're buying it for a younger sibling then you could do a lot worse. Watch out though. If they master this game they'll be nicking your carts and eyeing up your GBA before you know it!

John Hagerty



Game On

None of the sub-games are particularly difficult. There are games that involve catching things, memorising pictures, wandering round a maze and a creature friendly shooting game. There's nothing here to get the adrenaline pumping, but it's all good stuff for the wee ones.



Hmm. Water polo with two otters? Doesn't sound fair...



XTREME RATING

Uppers

- + Nice GFX.
- + Simple but fun games.

Downers

- Games lack depth.
- Limited life span.

Summary

A decent enough game, but only for the very youngest GBC gamers.



79%

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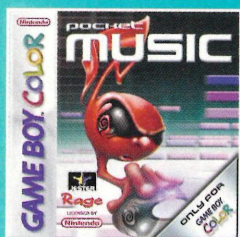


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TYPE: MUSIC SIM
NO OF PLAYERS: 1

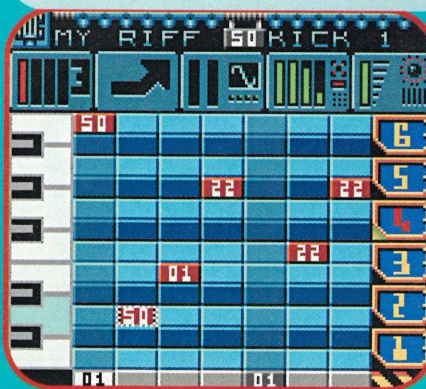
POCKET MUSIC



Could Ian make Top of the Pops with Rage's music sim? Probably not - the rest of the office make him use earphones...

I'll say this for *Pocket Music* - it's certainly ambitious. Sure, there has been music sims on consoles before, most notably Music on the PSX, but now the brains behind that very program have cranked out a version on the Game Boy too! The Game Boy Advance version of *Pocket Music* scored 64% back in Issue Ten, but I honestly think the GBC effort deserves a little more. Not because the tunes it cranks out are better. They aren't, and given the differences in audio quality between the Advance and Color, how could they be? Nor is it because there's more samples on offer, or more pre-constructed tracks to play. There aren't - the *Pocket Music* version of Eminem's My Name Is disappeared in the conversion too. No, the reason I reckon the Color version deserves a slightly higher score than the Advance opus is because, given the extreme differences in

Riff Editor



When you've linked your samples, play them back with the Riff Editor.

power between the two handhelds, it's the Color version that squeezes the most from its host.

Get Rhythm...

Your achin' choonz are created by arranging samples from the range of 150 on offer. These are divided into sections such as jungle, bass, cymbal, etc. It's surprisingly versatile, and you'll be amazed at the quality of the tracks you lay down. If you want more

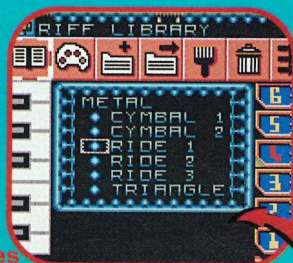
samples, you can edit your own using the in-built sample editor. Just load in one of the pre-set samples and fiddle about with it until your heart's content.

Unfortunately, as you pump up the volume and lay down your phat trax, you soon run into the program's limitations. It would be stupid to expect to be able to sample your own sounds from

external sources, but you soon get bored of being tied down to *Pocket Music's* admittedly-impressive 150. Also, although the Color's sound capabilities are stretched to the max, the

machine's audio limitations still leave you far short of being the next Fatboy Slim. It's an impressive effort and it's as good as it could possibly be, but to be honest, *Pocket Music* on a handheld was never going to be anything other than an interesting novelty.

Ian Osborne



The samples library covers many categories.

XTREME RATING

Uppers

- + Stretches GBC to the max.
- + Easy to use.
- + Versatile.

Downers

- Limited samples.
- GBC's audio is weak.

Summary

An entertaining toy, but not a serious sampler.



72%

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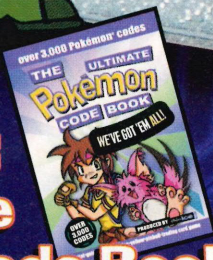
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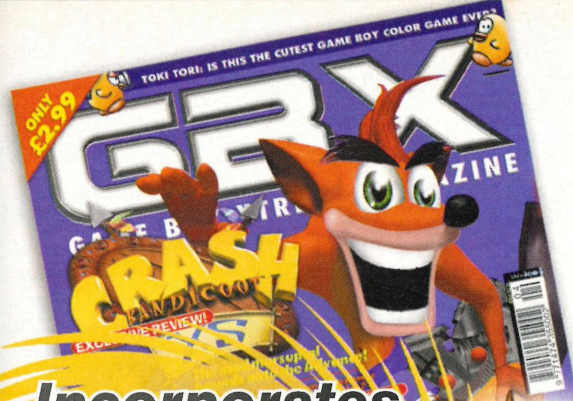
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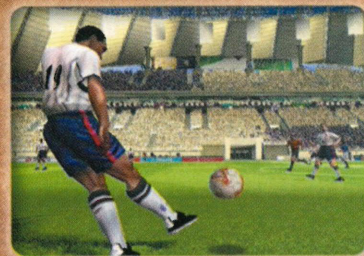
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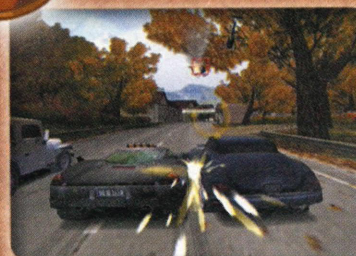
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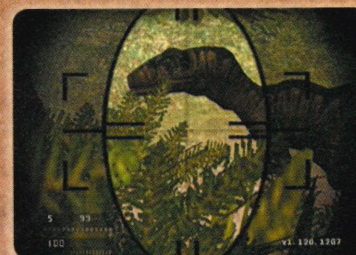
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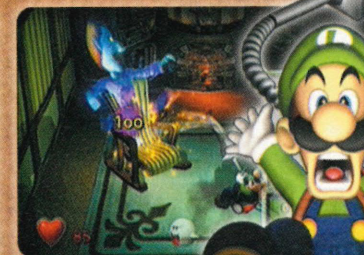
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ARB Catch Fish Quickly
(press it in addition to A button)
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ARB for Slo Mo
9D071909 2109E8C8

Use only one of the
following
Minnow for Lure
194F3726 0A37238C

Vibration for Lure
EB62D74D 08FEBED3

Suspend Minnow
BB4E9AA9 6F2999C0

Crankbait
E363A07A 9868A08B

Deep Driver
334961F8 249F141D

Popper
A34F4202 C3AA8059

Pencilbait
7C7CD91A 22FB548B

Spinnerbait
3504C951 E480AB85

Spoon
A598207E 548E4B3A

Rubber Jig
C5DA4779 38592744

Straight
4D22A19C 6E8896BD

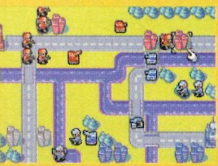
Crawfish
DD6356BA BC6F38AE

Curlytail
765ECA69 AB745E73

Stick Minnow
D4F81E40 9448B8E2

Jerkbait
B63D5863 4F0CAD9C

Advance Wars



(m)
89C909CB D53BE1F2
FE2E7065 3FE3AAFO

Health Slot 1
4221AF2D 58BB6350

Gaz Slot 1
769E4745 5B44AD77

Health Slot 2
FDA09A4E 4A4BC5F9

Gaz Slot 2
18AD669C E84704F4

Life Slot 3
F1BFAF2A CA697334

Gaz Slot 3
B2D1F19F 4C8526B1

Life Slot 4
A380E2D0 6358A7EF

Gaz Slot 4
28E322A1 E2978FF9

Life Slot 5
13AB56EC E2CDDAA6

Gaz Slot 5
89F1317F DEE54049

Life slot 6
9577DEFE 7682711A

Gaz slot 6
900FF155 BA91899D

Life slot 7
D137F441 64FF6276

Gaz slot 7
A1ADE480 E17C9E0F

Life slot 8
30DD8CFF F27F3F87

Gaz slot 8
9C9B448B A2FAAA34

Life slot 9
6B60C18F 065D6672

Gaz slot 9
7AF96C78 6C105ECA

Life slot 10
35D788F6 0B091D6B

Gaz slot
967A4CC0 4650495B

Life slot 11
3B2C743E 4BF983C6

Gaz slot 1
E8DD8D6A 4A5C9F67

Life slot 12
19D6A4F7 1999D3E3

Gaz slot 12
E0CCDEEC B857525F

Life slot 13
BBAB497A 4F8A13F0

Gaz slot 13
8CEC3CBF 9B225281

Life slot 14
9987C545 FC41104C

Gaz slot 14
637373DE DEF4C9A

Life slot 15
AAC3B1E0 0A786861

Gaz slot 15
5BE347EF C07738DE

ARB One-Hit Kill Enemy
B9FBF5C 9E0A98CE
08A65CA9 D29B7717
12707FB2 3B6986A1
08D9BB8C CAFE63D8
53944878 9F4CD027
B58C93BA 392F21D5
5C4E91F8 3FFEDF34
44E1E7D1 1F30F6E9
6F579497 AD170999
60E4A643 79C76216

E6B23CFC F7E66E6B
08F1E29F 9222AA25
9F54A5D4 8807675F
D16C84GE AFF363AF
941D8E11 4A34F2F8
2B913F09 833B88BA
33D6F694 E6D0D2F7
B04C67E6 DE72A8BB
5B579279 615D8EE6
AB5466DA 4C8005E4
F0F672FA 660A36FA
D6C18B4F F4FC4014
2B874DD6 AD4ABFED
BF3475CC 75453863
4B252D1A FB58A06F
3C71E542 CD8654A6
7D1EBAAB 1B1AF904
CA3437DD 2E93BE71

Bomberman Tournament



(m)
16EB89F0 873E93B8
4CD9A3BE 4D44E43D

Inf Cash
3198151B DB8435A4
DA90702D 3496E244

Cannot Die in Quest
D2797A10 00A1DAF2

ARB Button for Slow
78960794 27667199

Denki Blocks!



(m)
90C5D633 F3CBE6E1
CDACA02E 25F837A0

ARB Reset Time
E184A45B BF32FC18

0 Move
679CE379 B2B709B1

Donald Duck



(m)
BD87EDD7 F1BF32E6
2787A5DF D45C2A63

Inf Lives
98C291E0 AE99D800

ARB for 99 Stars
B5AADE0F 712F63BC

Final Fight One



(m)
F95F6E90 BC0C025B
051313AB 753768ED

Invincible
21C449AE 494F68BA

Infinite Time
4235C582 A46DEDD4

Big Score
AA88CA0F 63E779A2

348FE734 F23B54E2
D6E138C2 02869329
9039A1BC 98390702
FE0B1585 4017DA30

AR Button for Slow
78960794 27667199

One-Hit, One Life Point
1BF8AD1B B39F2F30

One-Hit Kill
32A7878E 490C9E93
21C449AE 494F68BA

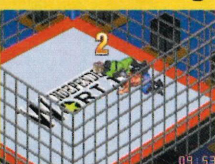
Unlock Everything
D1785D16 80A5F6D6

ESPN Final Round Golf 2002



ARB First Shot
97589E9D DA40B770
2721EB95 21784795
60409A3F 08980952
942339B5 4793CE28
C2F39B94 48AB2D7F
A22933AC 13D31CFC
94C222F6 A3BF140A
87246A24 DC056731
A060C5A7 5DE0148B
BFE1C36F FF379294
7ED7C736 594A1314
15E95216 A5C398F6
E0C16861 D3EDB7E6
E605B836 55B6FD27
8A4A26DA 07E186D9
2192D29A D7826768
89701DC9 C604983F

Fire Pro Wrestling

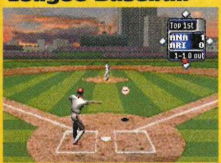


(m)
FD330A9D 7A163079
BF7A8199 85CE4412

Freeze Round Timer
094BF757 9070F70E

No Round Out/Pin Timer
224BC2D3 8C132827

High Heat Major League Baseball



(m)
DDF85487 F43E67D2
8C3B514C D302C017

9FE99977 EE50C364

quick Races Story Mode

E5AC7C89 1C7B495D
8E6FBBF3 1BD6CC87

Mat Hoffman's Pro BMX



(m)
08DC2614 F0B1A729
32AA61BC A54FB3DC

Freeze Timer
7703D4A3 B44D9002

Dennis McCoy Career
FDA6D24A 37EA7634

Kevin Robinson Career
9FC0A8C4 AD9CC0ED

Simon Tabron Career
EC5A9773 DC36C346

Mech Platoon



(m)
A1FE2094 76C79AC5
44541C62 C58CC7B9

Energy Sand T

AR code for Slow
78960794 27667199

Monsters Inc



(m)
488F3725 1AD1E45F
6FA1D740 6A3AC004

Inf Health
3FE695BC BEDD5AE2

Max Sweeties
04015B28 CBD01A99

Max Bullets
F839AB99 D32A30A0

(m)
86000952 BEDB1DA8
53D67999 F7BDE7E3

Infinite Lives
7FFFDC77 9921A7D4

Snood



(m)
2A3D780F 549E5C62
D7B6CD30 9D8039FC

Max Score
B5250EF6 4B70AEAF
FDFF4721 103GB22B
B3DEF48B F7C62D57
7322D9F9 FEA1B4EF

Infinite Lives
72870983 28B2AA88

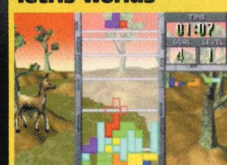
Water Never Fills
42470C4B 5A2D65DD

AR for Last Level
6C566DD5 3B0AB549

AR Special Blocks
5E40FB7F 93127303

AR Code for Slow
78960794 27667199

Tetris Worlds



(m)
3CE5EC87 CEA49F42
00894f50 518e2568

Unlock Popular
9E6B64AE 583ADFA0

ARB Freeze
8EBB7A2F 011AE3F8

THE ACTION

Home Team Score 0
9CD7D84D 70AB7A43

Max Score
931E29FD 0865AA5B

C42119D7 F611405B

Inf Lives
2EED6828 BA02AAFF

Home Team Score 50
48F25277 211EB59

Matt Hoffman Career
64634B4A 05E9CFD

Material Rock T
46D0AE2A 3315BB86

Moonjump
EC099539 B7B5F10D

LEGO Racers 2



(m)
BD2AA0F1 7300E7E8

Mike Escam Career
A1A98408 A58026E6

Cory Nastazio Career
9790D1B3 DB5353C7

Laser Crystal T
5D5E3694 3C1299A5

AR Code for Slow
78960794 27667199

Joe Kowalski Career
B632A68C 5E070B6F

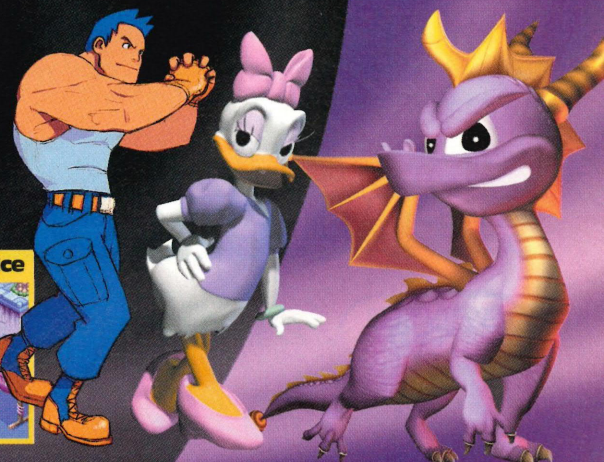
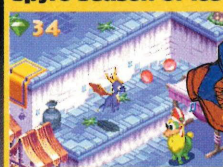
Rick Thorne Career
25F8563A 6CD4319E

Energy Sand M
9878B752 0EAA04DA

Laser Crystals M
A55B4793 1CCA07FA

Material Rock M
82254E38 0A445D9A

Spyro Season Of Ice



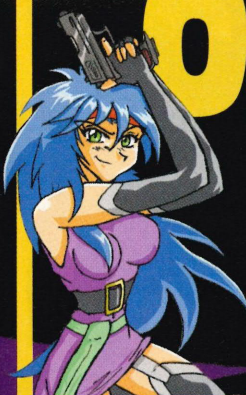
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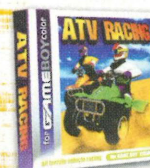
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...£14.99

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THE KIT BAG

Gifts and goodies from all over the world...



Nintendo GameCube

The gadget of the hour just has to be Nintendo's GameCube. It's capable of the most incredible graphics and animation imaginable - check out Issue Five's episode of Action GBX for some cool examples of GameCube games in action. It also links with the GBA, allowing you to download mini-games to your handheld.

The GameCube hits the stores on 3rd May, and will cost between £150 and £170. What's more, next month GBX magazine is being incorporated into G-Force, an exciting mag for GameCube and Game Boy Advance gamers. Check out Page 50 for more details...



Maisto Die-Cast Toys

Maisto makes some of the coolest die-cast toys around, including cars, tanks, planes, helicopters and even trains. Check them out...



Shrek Skateboards

Are they the trendiest thing to hit the ramps since *Tony Hawk's Pro Skater 3*? Shrek skateboards are high-quality kickboards featuring state-of-the-art graphics, smooth action and quality components. They cost £24.99 and are available through Argos, Index, Toys R Us, Toymaster and all good toy stores. What's more, we've got six of them to give away. To stand a chance of winning, just answer this simple question:

Q: Which famous skateboarder gave his name to a series of skateboards?

**A: Tony Benn
B: Tony Blair
C: Tony Hawk**

Orbozz®

When you think you know the answer (and if you need to ask, you're reading the wrong mag), call our Competition Hotline.

COMPETITION

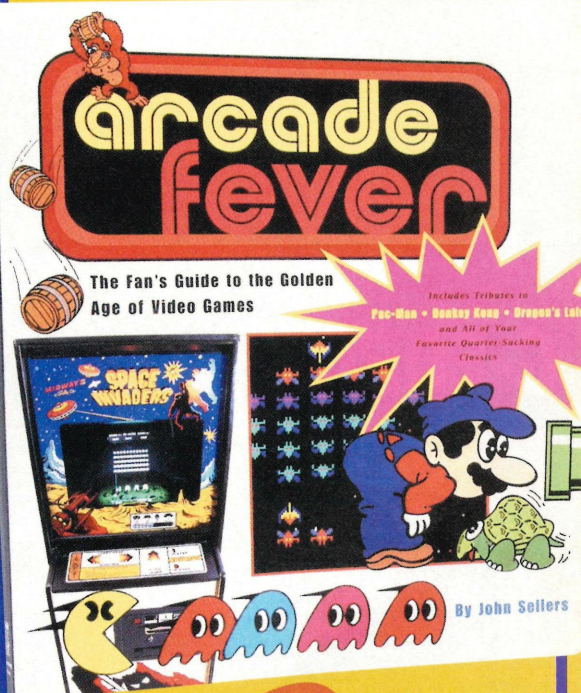


Shrek™ & © 2001 DreamWorks L.L.C.

Arcade Fever

This is a book for videogames fanatics with an eye for old-school retro, games junkies who are fascinated by the history of our hobby.

Featuring tributes to 50 golden greats from yesteryear, including *Pac-Man*, *Joust*, *Zaxxon*, *Karate Champ* and *Missile Command*. Think *Space Invaders* or *Pong* was the first coin-op? Think again – it was *Computer Space*! *Arcade Fever* tells you all this and more, with screenshots, cabinet pics, interviews with the programmers and all kinds of interesting anecdotes from the dawn of gaming. *Arcade Fever* costs £12.99 from www.firebox.com or all good bookshops.



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Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer, or enter online at www.gbxtreme.co.uk.

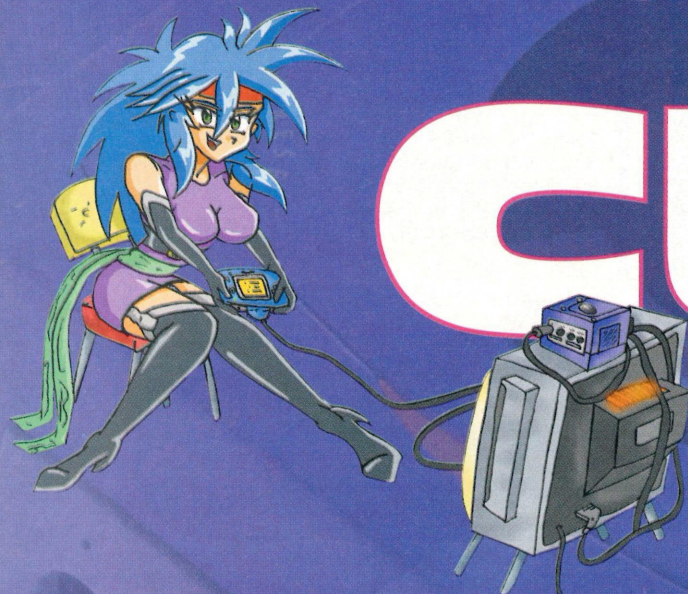
Shrek Skateboards:

09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 3rd April 2002 and close at midnight on 30th April 2002. The editor's decision is final and no correspondence will be entered into..

The road to the GameCube...

CUBE



It's almost here. We've only a month to wait before Nintendo's GameCube launches in the UK, and there's gonna be a heap of great games ready for launch day. There's also gonna be a great magazine. For exciting news on what's happening to GBX, check out this month's Cube Route!

Sakura

G-FORCE!

With such a hot new console on the way, you need a hot new magazine to steer you away from the dross and towards the really great games. And the team behind GBX magazine will give you just that! From next month, look out for G-Force, a magazine for the GameCube and the Game Boy Advance. G-Force will be brought to you by the same team that gave you GBX, so the reviews will be just as accurate, the

tips just as revealing and the features just as thrilling. Best of all, there's a DVD on the front of every issue, so you can check out some great in-game footage with superb picture quality. G-Force will incorporate GBX magazine, so Game Boy Advance owners will not be neglected. It also offers Rated, a dedicated 16-page bonanza of gadgets, gizmos and lifestyle – everything you could need! And all this for a mere £3.99! You can't go wrong...

THE SIMPSONS: ROAD RAGE

The Simpsons: Road Rage blends renowned Simpsons wit and edge-of-your-seat racing action into a rip-roaring, reckless and riotously-funny arcade-style driving game.

Mr Burns is up to his greedy ways again, purchasing the Springfield Transit Corporation and jacking up the fares. Refusing to shell out the high rates, Springfield citizens are forced into humorous 'road rage' as they brave angry commuters, jam-packed back-routes and the challenge to make enough money to buy back the Transit Corporation before time runs out. No time for



doughnuts, Homer. Over 25 Simpson characters are included. You can wreak havoc in five Springfield neighbourhoods, featuring over

100 Simpsons landmarks. Two-Player split-screen action lets players beat opponents in a race for the next passenger, or steal their passenger mid-ride! Sounds great, in a Crazy-Taxi-rip-off sort of way...



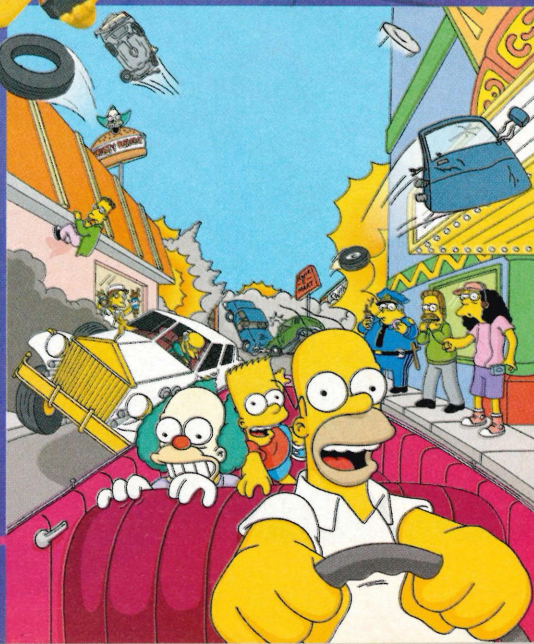
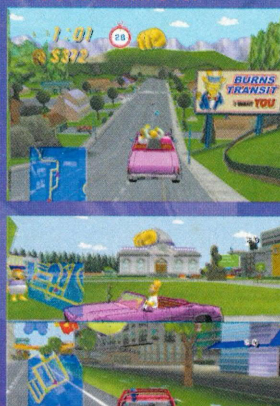
IT'S HOT, IT'S NEW, AND IT'S FOR THE GAMECUBE!

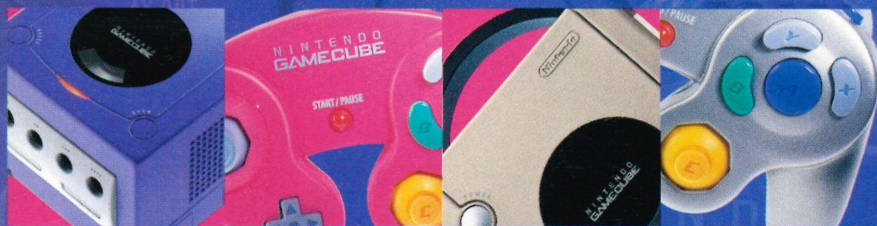
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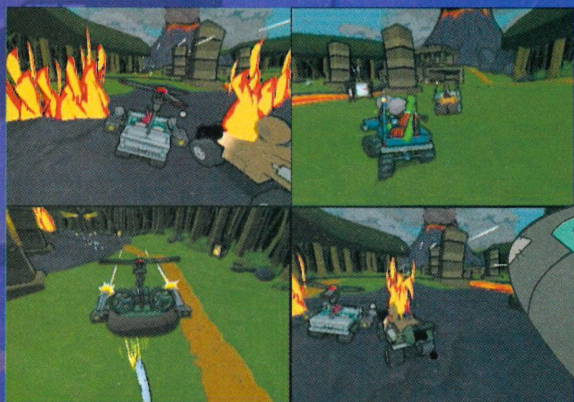
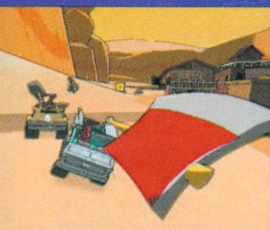




Route

CEL DAMAGE

Whoever said originality was dead? The curiously-named *Cel Damage* puts a new twist on vehicle combat by using cel animation technology, allowing the game to look and feel like a cartoon. The constant wacky



action takes place in twelve interactive levels spread over four worlds. Cartoon bosses range from Fowl Mouth, an old black-and-white cartoon duck from the '30s, to an anime-style manga girl named Violet. *Cel Damage* initially offers six

unique characters and four more to unlock. Each

has their own unique vehicle, as well as a specialised weapon. The game offers three different modes of gameplay, and 36 outrageous weapons such as giant axes, portable black holes, shrink rays, mallets, harpoons, machine guns and more. It supports up to four players in multiplayer mode via split screen too.



THE PRICE IS (ALMOST) RIGHT...

Alas, it was too good to be true. Nintendo's initial claim that the GameCube would sell for a mere £150 seems certain to be scuppered by complaints from the shops. Retailers across the country are protesting that they'd make a loss if the Cube was sold for £150, so a price of around £169 is far more likely. Look on the bright side, though – it's still a bargain compared to the PS2 which costs £200, and the Xbox, which launched at £299.



MAY TRIFORCE BE WITH YOU!

Namco, Sega and Nintendo have joined forces to develop a 3D computer graphics board for next-generation arcade coin-ops. The board is to be based on the technology behind the Nintendo GameCube. Dubbed Triforce, the system board is designed to improve graphics performance and enhance overall gameplay. Through their alliance, Namco and Sega seek to establish a wholly new fun game system to bridge the gap between home and game arcade entertainment experience. A prototype was shown at the AOU 2002 Amusement Expo in Makuhari, Japan on 22nd February.

LORD OF THE RINGS RETURNS

Here's a few screenshots from EA's *Lord of the Rings* game. Great, aren't they?



THE HOBBIT ANNOUNCED

...And talking of Tolkien, there's also a *Hobbit* coming to the GameCube. It's a third-person action adventure that puts you in the role of Bilbo Baggins, the fur-footed adventurer who found the ring that causes such a fuss in *The Lord of the Rings*. No screenshots are currently available, but (as always) watch this space...





RETURN FIRE...

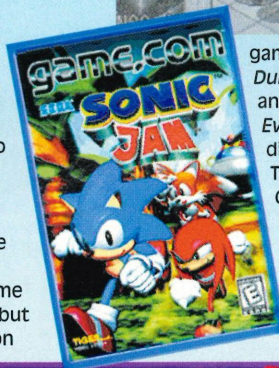
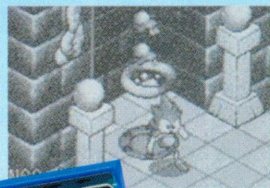
Sakura checks out your luscious letters and merry missives...

Third Time Lucky...

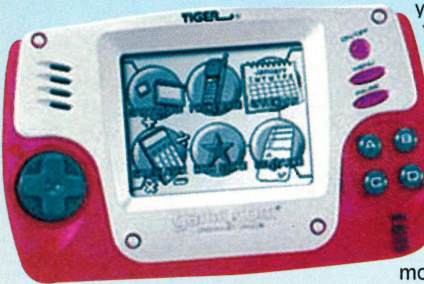
Hello GBX,
In Issue Nine you mentioned that the GBA is the third handheld Sonic has appeared on. Not so. I also have *Sonic Jam* on the excellent Tiger

Game.Com handheld, so the GBA is Number Four.
Tom Holzer, Camborne, Cornwall

Sakura says: Hey, you're right! You're the first person I've met who called the Game.Com 'excellent', though. The *Wheel of Fortune* game wasn't bad, but most of its action



games like *Duke Nukem* and *Resident Evil* just didn't cut it. The Game.Com never really took off.



The GBA's Dream Team?

Dear Sakura,
Ever since I was two years old I have been a Mario and Sonic fan. The problem has always been deciding which game to buy. I think they should feature in a game together. They could both beat the living hell out of Robotnik and Bowser. That would be totally cool! I hope in the future they do...

Ashley Cook, Bolton

Sakura says: Sounds like a great idea to me, Ashley, but it wouldn't be easy to make a game like that. It would be very hard to combine Sonic's super-speed atmosphere with Mario's more exploratory style. Even so, the effort would be worth it. Imagine, Mario and Sonic teaming up against Robotnik and Bowser – the mind boggles...



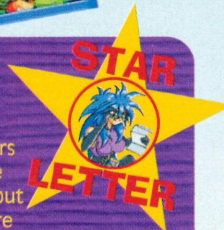
Better By Design...

Dear Sakura,
One thing that really annoys me about the games industry is the way designers and players think graphics are everything. Because advancements in technology allow more detailed graphics, smoother animation and better effects, designers seem to think this is the way forward. Not true! Good graphics don't guarantee a great game. I own *Mario Kart Super Circuit*, *Ecks Vs Sever* and *F-Zero: Maximum Velocity*. Although their graphics are impressive, it's other elements that make them classics. Designers need to concentrate on good programming and a clever plot. *Ecks Vs Sever* is a prime example. The idea of pitting two rival agents against each other in a pseudo-corporate world is very interesting.

Stuart Lindsay, West Lothian

Sakura says: I agree completely, Stuart. There's no excuse for bad graphics, but it's the gameplay that's most important. Check out the GBA version of *ISS* – it would be so much better if they'd set the perspective further from the pitch. The graphics would've suffered

as the footballers would be smaller, but with more of the pitch visible, the gameplay would be much better. Congratulations on your own graphics, though – your picture is great!



Techno kid!

Dear Sakura,
Just read the latest issue of GBX. On the letter page someone mentioned that small toy on The Kit Bag pic I painted (the one with the glasses). I never mentioned this before, but that's actually Techno Kid, The first mascot Dattel ever used on the Action Replay boxes (Mega Drive and SNES ones mainly). Funnily enough, I found an old Action Replay box in my shed a while back – here's a pic of him. I don't think he's ripping off a Sonic the Hedgehog pose – honest! Thought I'd pay homage to it...

Larry Bundy Jr

Sakura says: Hey, nice one Larry! In case anyone's

wonderin', Larry's the brush boy who paints my picture in GBX. Clever, isn't he? I can't help agreein' with the guy in Ish Nine who said Techno Boy looks like Simon Brew, though...



Eckstra Ecks...

Dear Sakura,
Love the mag. You're doing a great job there at GBX! Hey, I was thinking, *Crawfish* should make a sequel to *Ecks Vs Sever*. They could call it *Ecks and Sever*, or *Ecks, Sever and something like, The three ruby stones!* Well it was a just a thought.

Anyway, what I'd like to ask you is what game to get next? I have *Doom*, *Ecks Vs Sever* and *F-Zero: Maximum Velocity*, but I have no idea what to get next. I'm quite

interested in *Tekken* when it comes out, but I'm just spoilt for choice! I like shooting, fighting and racing games – can you help me Sakura? Oh yeah, One more thing! Is Nintendo going to release an official battery pack for the Advance?

Charles Saunders,
Hertfordshire

Sakura says: Great idea about *Ecks Vs Sever*! We've played a game where the two agents are against each other, now

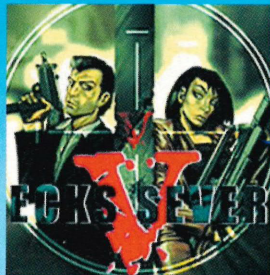


The Official Line

Dear Sakura,
I'm e-mailing to tell you how rubbish Official mags can be. Because I bought a Nintendo Official Magazine today, but when I started reading it, I found how biased the reviews were, for example, *Keep the Balance* was rated 67% (you rated it 7%). Also I didn't see one rating less than 50%. Your mag rocks, keep it up. the GameCube comes out, will you be writing some GC reviews every once in a while?

Matt,
Nottingham

Sakura says: Check out our next month page. After this issue, we're morphin' into *G-Force*, a magazine for GameCube and Game Boy Advance gaming. We'll bring you all the latest GameCube offerings, and we won't neglect the Advance either. And our reviews will be just as unbiased as they've always been!

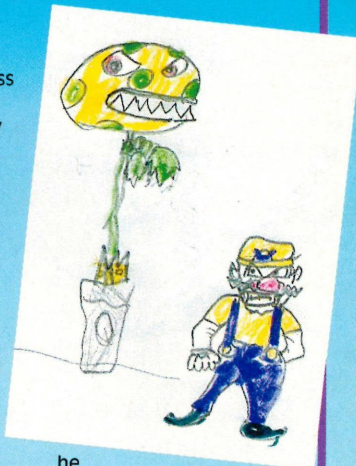


let's have a game where they work together, and you can switch from one agent to the other! The original game sold like hot shell casings, so *Crawfish* and *Bam!* would be barmy not to do a sequel. Regardin' what game to buy next, I'm afraid that's what the entire magazine's about. Check out the game reviews in GBX and make up your own mind. Snd finally, Nintendo already has an AC-DC power adapter out for the Advance, but if you're lookin' for a rechargeable battery pack instead of just a mains power adapter, Interplay do a good range. Alternatively, just buy set of rechargeable batteries and a charger...

Wario Woes

Hi Sakura,
I'm a real big *Wario* fan, but I'm stuck on the boss of *Emerald Passage*, *Cractus*. If you have any tips for dodging his spiked punch attack, it would be great. I also drew a picture of him.
Sam Read, Gt Gidding,
Huntingdon.

Sakura says: Sure – no problem. First charge the plant's bowl (With B or R), then run right as it swoops left. When it crawls along the bottom of the screen, climb the left ladder and jump to the middle one. When the plant's in front of you, press and hold Down to stomp it and stun him. Run right, then dash left when it approaches. Dash right when he spins to avoid his punch. Duck under him as



he rises, and when it starts to crawl, climb the ladders ready for your next attack. Repeat until he falls. If he turns you into a zombie, the firefly on the right turns you back. Hope this helps ya – and cheers for the kewl picture!

Colourful Characters

Hey Sakura,
Here are some pictures of my favourite characters from the best games on the GBA. I also have some questions:

1/ Will there be a *Sonic and Knuckles*-type game on the GBA, where one game cart plugs into another?

2/ Is there going to be a game where *Sonic* and *Mario* are together?

3/ Which is the better game? *Golden Sun* or *Breath of Fire*?

Grant McKenzie,
Longniddry

Sakura says: Hey, kewl pics! Regardin' your

questions:

1/ Very unlikely. Can you imagine how awkward it would be to design the carts?
2/ Have you been talkin' to *Ashley Cook*, whose letter's

printed elsewhere this ish? There are no plans, but it would be kewl if it happened.
3/ *Golden Sun*'s better, but they're both really good.



From next issue, we're *G-Force*, for the GameCube and GBA, and we've got a great new prize for the writer of our *Star Letter*. From next issue, a lucky reader will pick up a *SuperPad* for the GameCube, with the other letters published earning a t-shirt as always.

Send your letters and artwork to:

Letters, G-Force, Thin Ice Media, Stafford Road,
Stone, Staffordshire ST15 0DG or e-mail on
letters@gforcemag.com.



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Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

SOLD OUT

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Xena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

There was so much to pack into Issue Six we had to cram in more pages! Reviews include Spyro the Dragon, Ecks Vs Sever (95%), Driven, Gradius Advance and WWF: Road to Wrestlemania. On the Color there was Fort Boyard, Santa Claus Jr, The Fish Files and The World is Not Enough. A sizzling feature blew wide open the Game Boy games that let you link carts.

On the video, check out Pokémon Crystal, Diddy Kong Pilot, Advance Wars, No Rules: Get Phat and an interview with Nintendo's David Gosen.

Issue Seven!

Our Best of the Best feature blows open the finest GBA and GBC game in each genre. Essential buying recommendations! We review Doom, Mech Platoon, Batman Vengeance, Namco Museum, Harry Potter and the Philosopher's Stone GBA, Ronald Duck Adv@nce, Klonoa: Empire of Dreams and more!

On the video, we gave you the lowdown on the ten best GBA games so far, as well as reviews of Resident Evil Gaiden, Klonoa: Empire of Dreams and Steven Gerrard's Total Soccer 2002.

Issue Eight!

RPG fans shouldn't be without Issue Eight. We reviewed two great role-players, namely Golden Sun and Breath of Fire. They're both great, too! Also reviewed on the Advance are Alienators: Evolution Continues, Frogger's Adventures, Star Wars: Jedi Power Battles, No Rules: Get Phat and more. For Color owners, there's the spectacular Harry Potter and the Philosopher's Stone, a 90% smash hit, as well as Antz World Sportz, Shaun Palmer's Pro Boarder and Tony Hawk's Pro Skater 3.

On the video, we take a look at both Harry Potter games. That's right - you get to see both the Advance and Color games in action! Look out too for Creatures, Golden Sun, Jedi Power Battles and a top feature on the forthcoming Card-e Reader.

Issue Nine!

Is it the greatest platformer ever? Super Mario Advance 2 took the Advance world by storm in Issue Nine! It had to work very hard to stay ahead of Sonic Advance, though. If platformers aren't your thing, check out the amazing Mortal Kombat Advance, or the sizzling puzzle pair of Puyo Pop and Columns Crown.

On the video, there was Super Mario Advance 2, Worms World Party, Puyo Pop, Mortal Kombat Advance, Cruis'n Velocity and much more.

Issue Ten!

A videogames favourite comes to the Advance in a great new game. Crash Bandicoot X/S does a great job of recreating Crash's world on the handheld, and plays really well to boot. For the more cerebral gamer there's Chessmaster Advance, shoot fans should check out Dark Arena and if you like your fighting, there's Mike Tyson Boxing and Tekken Advance.

On the video, there's Crash Bandicoot X/S, Tekken Advance, Tony Hawk's Pro Skater 3, Dark Arena, King of Fighters EX Neoblood, Advance Rally and more!



ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.

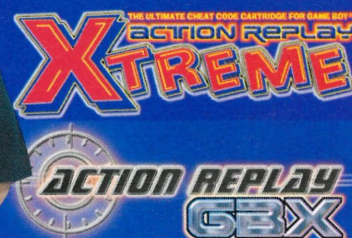


2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS: SPONSORED BY



The greatest cheat carts ever to hit the handheld...

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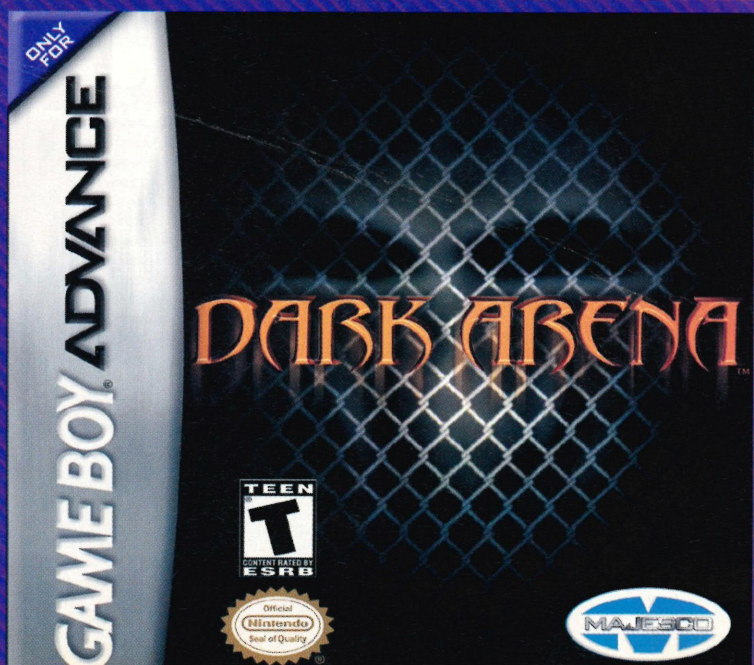
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INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

MORTAL KOMBAT ADVANCE

ACTION REPLAY

Must Be On (M)
E04781760695C02F
2D7E3BFFFA98F19

P1 Infinite Health
04A0306F69437212

P1 No Health
38423983DA076C01

P2 Infinite Health
F7352535744C8B61

P2 No Health
818E049E07AABE94
Infinite Time
9509A12EA88D5377

P1 1 Win Needed
Turn AR switch OFF as
soon as you win.
B600DF11300905F3

P1 Never Win
4FCD0F67508D02F8

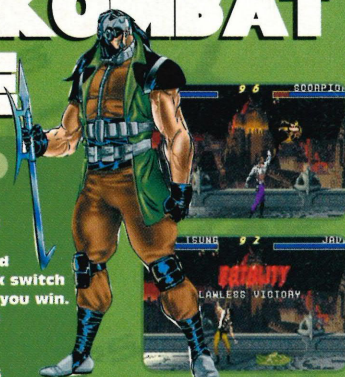
P2 1 Win Needed
Turn GameShark switch
OFF as soon as you win.
D5723EE341AA978

P2 Never Win
CBE9AAE8758C6DC5

Unlock Motaro
Only use one at a time.
3D2B558A448309B1

Unlock Shao Kahn
Only use one at a time.
2FAB30F85DE59960

Unlock Smoke
Only use one at a time.
2E4C8D006F9117A8



GBX

TEKKEN ADVANCE

ACTION REPLAY

Must Be On (M)
144DF16A74E2F05
EC0E1169CCDA5EB6

P1 - Inf Health
7896079427667199
0B27E90373B4DD27

P1 - No Health
FB6E8893E872260
005B0CB95A13C1FC

P1 - Tag Player 2 Inf Health
E65209C7E8C32E22
A561806B021A3505

P1 - Tag Player 2 No Health
D68E3891EFD5E9C
67D884B42DE49A46

P1 - Tag Player 3 Inf Health
99070D575DF48593
219809E929409A65

P1 - Tag Player 3 No Health
807D1B253DBF93A
D70DC3452FCA3518

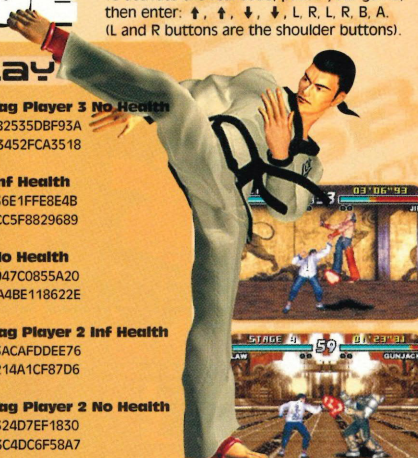
P2 - Inf Health
1E40036E1FFE8E4B
0652CC5F8829689

P2 - No Health
4301B947C0855A20
D84BA4ABE118622E

P2 - Tag Player 2 Inf Health
2E7013ACAFDDEE76
0E793214A1CF87D6

P2 - Tag Player 2 No Health
4332324D7EF1830
5857A3C4DC6F58A7

P2 - Tag Player 3 Inf Health
0FBCB44B84F44D20
BAC8FAAA8BFEBDB



GBX

Unlock All Characters

At the main menu, press and hold A and B.
Then press L, R, L, R, L, R, L, R.
This will give you every fighter in the game.

All Weapons

To activate the real code, pause your game,
then enter: L, R, L, R, L, R, L, R, B, A.
(L and R buttons are the shoulder buttons).

ARMY MEN: OPERATION GREEN

Passcodes

- | | |
|---|-----------|
| 2: Workin' 9 Til 5 | 5VKPR6*B |
| 3: With A Bucket, A Spade, And Hand Grenade | 5PK5LL*4 |
| 4: Goin Downtown | Y8DTFAHK |
| 5: Down On The Farm | 62BVXHXy |
| 6: Baby, Light My Fire | MQ5310VP |
| 7: Here A Tan, There A Tan | SZQR6W1J |
| 8: The Rumble In The Jungle | 44BQQCWVH |
| 9: The Donkey Ride | F4J1ZRWC |
| 10: Top Brass In Trouble | FFOOWP36 |
| 11: Jungle Fever | HBNVVV4 |
| 12: Spider's Web | 85M3QC* |



GBX

MIDNIGHT CLUB STREET RACING

Passwords

- | | |
|------|-------------------------------|
| NIML | All Races Won with Emilio |
| GTBP | All Races Won with Larry |
| LGKG | All Races Won with Keiko |
| LAPC | All Races Won with All Racers |

ACTION REPLAY

Must Be On (M)
55EA1C646DD5D26F
CBB3A6C6652CFAB2

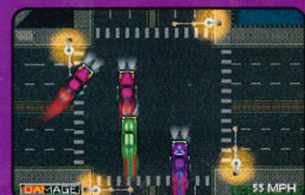
No Damage
7C749E13F1666887

Low Time

5D105C475B4CEA1A

Never Any Traffic

9624C010E86EDF3F



GBX

DARK ARENA

Easy Passwords

- CRSDRPLS
- TKMWTHYB
- TTLLSFRT
- STCRSTRD
- NTLVMLNW
- NTTRDTNY
- RQSTMWTN
- QTSTNDBY
- YRSDFEGH
- TWTHYVRS
- THYRCLLN
- GHVTBTHR
- HLVNDHNS
- TBFRFGHT
- End: GDFGHTBL

Medium Passwords

- VWHTSRGH
- TCRSRLR
- DFRLMWTH
- LYRMOGHT
- WRMRCHNG
- TLNDFRFR
- MHMNNCNS
- YVHLLRTR
- YFRCHRSN
- DMSSKWLL
- TKRRVNGN
- PGNFRMTF
- STWCHRST
- NSRCMNGW
- End: THSWRDSH

Hard Passwords

- LDNHGHT
- DBYFTHND
- CSSRCNHT
- HNSWLLSN
- TSTRSTLR
- STNDRDSW
- LLRSCRSS
- LNDTBTL
- SRCNHRDS
- WELLWRWR
- RRKNGNWR
- DNTFGHTW
- CRRYSONF
- CRSSWRLR
- End: DSFNCLND

Cheat Passwords

- KNIGHTSR - All Keys
LMSPLNG - All Maps
THRBLDNS - All Weapons
NDCRSRRT - Infinite Ammo
HLGNSBR - Infinite Health

NFTRWLLH - Level Skip (Press Select on Map Screen to skip level)
CRSDR - Sound FX Test (In Game Options menu, turn Sound FX OFF, then back ON to hear a random sound)

SXN - God Mode (Infinite Health, All Weapons, All Keys, Infinite Ammo, All Maps, And Level Skip)



GBX

DAVE MIRRA FREESTYLE BMX 2

Ride on Roof

During the game, hold L and press A, B, B, A, A, L, R.



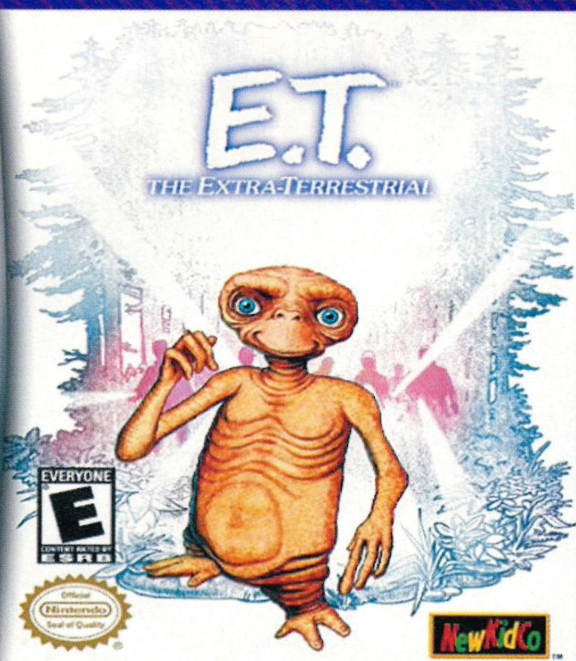
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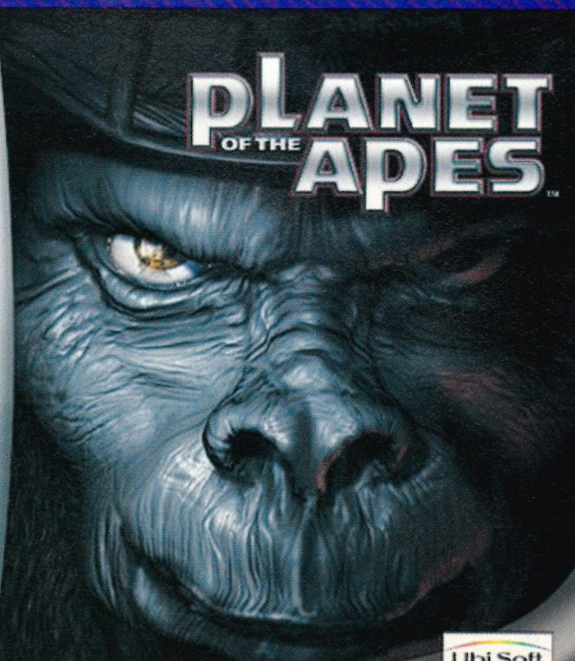
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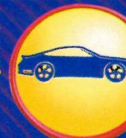


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INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

ASTERIX AND OBELIX: BASH THEM ALL!

Level Passwords

3 ... London
5 ... Helvetia
7 ... The Mountains
9 ... Grecla
11 ... Olympia
13 ... Mesopotamie
15 ... Dead Sea
17 ... Hispania
19 ... The Roman Camp

Obelix, Asterix, Idefix, Panoramix
Asterix, Obelix, Idefix, Panoramix
Panoramix, Asterix, Obelix, Idefix
Falbala, Abraracourcix, Obelix, Idefix
Asterix, Panoramix, Idefix, Falbala
Idefix, Falbala, Panoramix, Abraracourcix
Abraracourcix, Idefix, Obelix, Panoramix
Falbala, Asterix, Idefix, Obelix
Obelix, Falbala, Idefix, Panoramix



Asterix and Cleopatra Mini-Game Passwords

Barrel Crisis ... 3121
Stone Em All! ... 1213
Sculptoris ... 2331
Mummy Ball ... 3113
Slip Em All ... 1322
Shoot The Romans ... 2123
Super Bonus Level (Culture Club) ... 1232

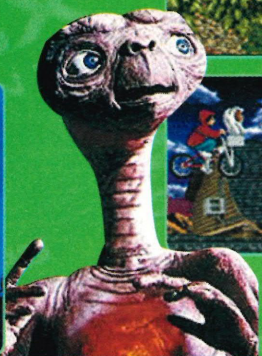


GBX

ET: THE EXTRA- TERRESTRIAL

Passwords

2 ... ↑, A, ↓, ↓, B, R, L
3 ... ↑, ↑, ↓, ↓, L, A, R, B
4 ... A, ↓, B, ↓, L, ↑, R, ↓
5 ... L, R, R, L, A, ↑, B, ↓
6 ... L, ↓, R, ↑, A, A, B, A
7 ... B, R, B, L, A, ↑, B, ↓
8 ... ↑, A, ↓, ↓, ↑, A, B
9 ... ↓, B, B, ↓, ↑, R, R, L
10 ... ↓, A, L, ↓, ↓, B, R



GBX

INTERNATIONAL SUPERSTAR SOCCER

African All-Stars

Win the International Cup with any African team.

American All-Stars

Win the International Cup with any American team.

Asian All-Stars

Win the International Cup with any Asian team.

European All-Stars

Win the International Cup with any European team.

World All-Stars

Win the International Cup with any team.



GBX

F-14 TOMCAT

Level

Novice

2 DHGJ KLFF
3 GDSF BFPT
4 RRHC FDMV
5 BPSX FDNF
6 LDFS DTQO
7 PXSB SZNJ
8 DKXZ GZQK
9 GKQB GHCT
10 DTRH RPFJ
11 WZPK JYZX
12 JDZFLKFV
13 SPNG DRRG
14 SFQF JHDH
15 LPFH PRFX
16 TDKZ XSHX
17 DGBV KXNB
18 KJHG RJCB
19 VBMQ RWTP
20 LKFD SPBV
21 NHDC DKPM

Ace

XDFT RLFF
KJTR DBPT
RVBP ZJVM
BMNQ YLNF
LFMS DNBO
PGPH CZNJ
DKDG BPQK
GSPY ZLCT
DCZX RPQR
WRTN JYSX
JDPO MLRT
SPBX BMRG
SPXP RGDH
LPFG NBGZ
TOWJ GZHN
BGJK SZPO
PLMN HRTY
GLMR TRRC
NHDJ PBCX
LCML FLTC



ACTION REPLAY

IM1
485D47F2CF7B35A3
COD22FC1FA6978C0

Infinite Fuel
F200E52564C2C9E3

All Planes Destroyed
6A4E441B0C6B0CF3

Infinite Lives
B9E4B5A126F57883

Guns Never Overheat
B177281C8D4D2E7A

No Damage
AF43C712C94CD115

Have Aim - 54
D92CCC8C976C010

**Press AR Button For
Slow**
79A4424F312AC599

Have Aim - 7
09BB56580CAC9D38

Have Aim - 9
B8C6785E51CDF5F5



GBX

RAMPAGE PUZZLE ATTACK

Level Passwords

Tokyo 1-1 ... GGQGHKGBHF
Tokyo 1-2 ... LLMLPLQMT
Tokyo 1-3 ... GJJBHKBHF
Tokyo 1-4 ... BDFGCFBGCK
Tokyo 1-5 ... GSBHKBHBF
Delhi 2-1 ... LPRQMLQMT
Delhi 2-2 ... QKNLRTQLRP
Delhi 2-3 ... BFKGCFBGCK
Delhi 2-4 ... QBGLRTQLRP
Delhi 2-5 ... LQCQMLQMT

Hollywood 5-1 ... LPQRMLQMT
Hollywood 5-2 ... QKMMRTQLRP
Hollywood 5-3 ... BFJHCFBGCK
Hollywood 5-4 ... QBPMTQLRP
Hollywood 5-5 ... LQBRMLQMT

Washington D.C. 6-1 ... GLRCHKGBHF



GBX

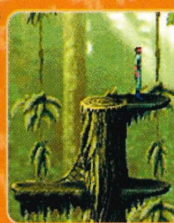
Helsinki 3-1 ... GLSBHKBHBF
Helsinki 3-2 ... BGPQCFBGCK
Helsinki 3-3 ... GJHBKGBHF
Helsinki 3-4 ... LQHQMLQMT
Helsinki 3-5 ... QLDLRTQLRP

Paris 4-1 ... BKTGCFBGCK
Paris 4-2 ... LMLRMLQMT
Paris 4-3 ... GJHCHKGBHF
Paris 4-4 ... BDDHCFBGCK
Paris 4-5 ... GSKCHKGBHF

PLANET OF THE APES

Level Passwords

2 ... 64N4HY
3 ... F5BMGF
4 ... B1SKZR
5 ... 76FNHB
6 ... P7GRXK
7 ... 6B7VM#
8 ... QK6293
9 ... JDDUTJ
10 ... 046PJ#
11 ... 3#9QLS
12 ... C12KYY
13 ... CBCYPH



ACTION REPLAY

IM1
8F9882AB39E6F865
B8837644721AA069

Infinite Health
OC9BFBEADC661A90

All Flags
DA61531D581E32EC

**Infinite Pistol
Ammo**
042D50FD09C33C76



GBX

X

SOLUTIONS • TIPS • PLAYER'S GUIDES

TREME

solutions



We bust open the Advance's greatest RPG...

Camelot's cute and colourful RPG, *Golden Sun*, has been hailed by critics and players alike as the best RPG on the GBA. It's fairly standard stuff, allowing you to take control of Isaac and his intrepid bunch of companions on their quest to (yup, you've guessed it) save the world from evil magical forces. Isaac also has the small matter of his father's death to avenge.

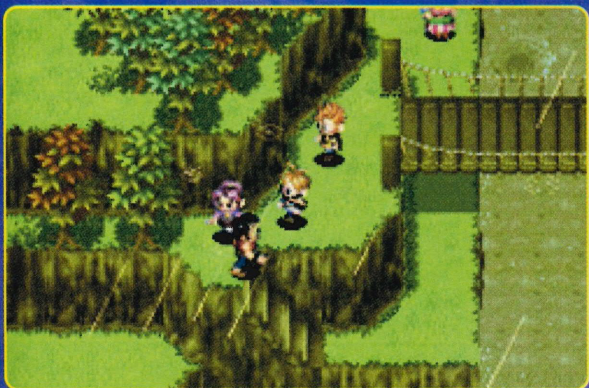
They're helped on their travels by small elemental creatures called Djinn, which can be summoned to help them out of tricky situations. Think of them as little pokémon-style helpers and you're getting the idea. Using a Djinn will up certain of your character's abilities, so discovering and using these little creatures is a big part of the game.

If you're an RPG fan, *Golden Sun* is right up your street, but realising that even the best players need a helping hand sometimes, us kindly types here at GBX have planned ahead and dissected the game chapter by chapter, to bring you the ultimate *Golden Sun* walkthrough. Read on at your peril.

WALKTHROUGH

■ Before we start, let's get a few things straight. When writing this walkthrough, we've taken for granted that whoever is reading it has a brain. We also assume that you have used a GBA before and played the occasional RPG. Unfortunately, we do not have the space to list every monster, battle, item or

button press. What we've tried to do is show you the main objectives and events on each level, keep you heading in the right direction and lessen the chances of you falling into any nasty traps. If we understand each other, then read on. The game opens in Isaac's village, known as The Vale. Seems as good a place to start as any...



THE VALE

■ Here you are introduced to some of the main characters, as the village is decimated by boulders unleashed by the wicked power of Alchemy.



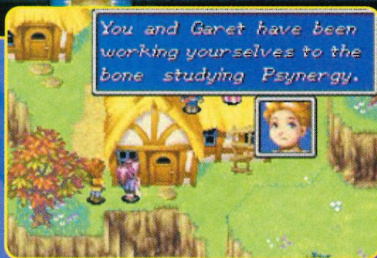
You see the death of Felix. Things don't get off to a flying start for you either, as you get your first glimpse of your arch enemies, Saturos and Menardi. The first time they see you they engage you in an unwinnable battle. Don't



worry when you lose, there's no way round it. Soon time marches on and you set off with your first companion, Garret, on your way to the Sol Sanctum. You will also be accompanied by Kraden and Jenna. If you need some provisions, then stop off at the town plaza first.



SOL SANCTUM



■ This is where you're given your mission proper. In the second room, open the treasure chest to get a jewel, these can be used



on the minotaur heads to open doors. Moving the first statue you see will reveal a hidden door. You soon get your first chance to use Psynergy (Golden Sun Magic). You need to use your 'move' psynergy to put a series of statues into position. Two of them open a hole in the ground and one needs to be



pushed into that. Once all the statues are in the correct marked places, go and find Kraden and things start to happen. Once the plot has unfolded, which takes a while,



use your retreat psynergy to get back to the start of the dungeon. Now you're on the world map, with your mission to head off in search of djinns and lighthouses.



VAULT

Welcome to Vault, the town at the heart of Angara.

Yes, I... I do possess strange powers.



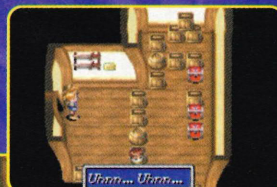
■ Having had a spell of Djinn tuition, it's off to your first proper town, Vault. When you hit a new town, always head to the inn first to replenish health (just like real life: Ed!). Then you should visit the weapons shop and restock your armour

and upgrades (not like real life we hope: Ed!). Head Northwest and find Ivan, your next companion. He can read minds, which is nice. He also needs to retrieve some stolen goods. Help him do this by reading the minds of the upstairs occupants of the inn. The goods are hidden up on the roof of the inn. Talk to the child hostage and lo and

behold, you get your first decent boss fight. Use your first Djinn, Flint, if required, but shouldn't be too much trouble. Everyone loves you now and gives you things, but before you go, make sure you pop back to the inn to replenish health (this is the last time we will remind you of that...)

THE HEROES

Ok, so you need to know who's on your side. Isaac, Garet, Ivan and Mia make up your crew, although their names can all be changed to suit your tastes. Isaac is the main man, on a quest to save the world and avenge his father's death. Their elements are Earth, Fire, Wind and Water respectively.



GOMA CAVE

■ If (and only if), you have completed everything you have to do in Vault, head northeast and Ivan rejoins your party and helps you to get into a cave, using his whirlwind. Go through the door and move the stumps around until you can reach your next Djinn, who is sitting on a ledge. He is named Forge, and is a Mars



Djinn. As with many of them, you have to battle him to obtain his help. Use your psynergy to beat him, but do it quickly otherwise he may escape. Move the next stump into the water, jump across it and cross the bridge to get onto the next level.



KOLIMA/KOLIMA FOREST



■ Everybody in Kolima has been turned into logs, and there is a long cut sequence explaining why. Boring! Not much else happens in Kolima, for the moment, so grab your next Djinn, Granite, and get out of town to the forest. Kolima Forest starts with a series of log puzzles. By moving the logs into their correct positions you will be able to advance through it, this is not the only time you will encounter puzzles of this sort in the game, so you'd best start getting the hang of them. Oh, and in case you hadn't



noticed by now, the enemies are getting a bit tougher too... The last log puzzle requires you to move the logs into a zigzag pattern across the water. Once you've crossed this, you're

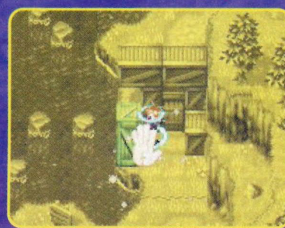
warned to leave, but obviously you're not going to, so enter the tree and head for the top. On your way you will meet and battle Breeze, who should become your next Djinn, if you can beat him. Once you have, go to the very top and you will fall right down to the bottom level where you can battle Tret. Use powerful attacks to beat him, Granite also comes in handy and then head back to Bilibin to replenish your health and prepare for your next level. After leaving Bilibin, head through the cave, and right down the stairs through an icy room, you will then arrive at Imil.

BILIBIN



■ There are some handy things to be found here, so have a look round first and grab everything you can, you should get antidote, elixir, herbs, nuts and a couple of bombs, and no, we're not going to tell you where they all are. Move the statue in the centre of town, but don't go down the hole, this won't get you where you want to be. Head northeast and walk along the fence to a leaf covered entrance, go down it,

move the statue and you will gain your next Djinn, Gust. Then head back to the castle and get a very handy tip from a talkative guard.



THE BADDIES

Saturos, Menardi, Alex and Felix are the baddies in this story. Saturos and Menardi are the original evil couple that you bump into early in the game, they have a habit of taking your friends hostage. Alex is their cohort, an ex apprentice of Mia's. Felix is Jenna's brother who was rescued from drowning by the evil duo and owes them his life. Their elements are Fire, Fire, Water and Earth respectively.

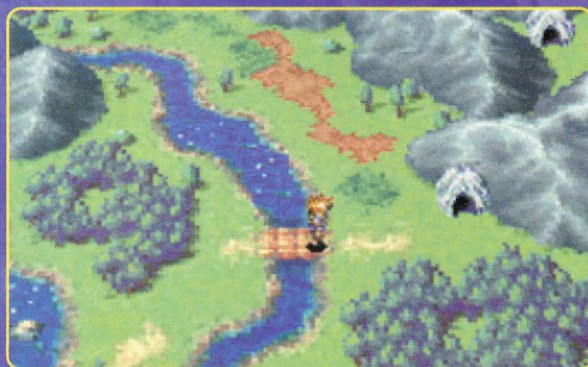
IMIL



■ Here you need to find your last companion, Mia. Head into the first house and get the empty bottle. Kill some time with a sleep at the Inn, and go to church. Return to the house and you will find Mia, hard at work curing people. She then shoots off



to the first lighthouse, but you might want to head up to the icy north and get another Djinn first. Move the snowman, cross the bridge, and once you are next to the snowman, enter the cave to obtain Fever, a Mars Djinn.



MERCURY LIGHTHOUSE



■ As with any woman, Mia isn't going to join you unless you prove yourself first. Move the statues for her and then battle the lizard man to win her affections and companionship. Head past the waterfalls, then connect the pipes to start water flowing. After some statue moving you find yourself in the waterfall room, where a deceptively tough mimic may cause you some problems, be prepared. Mia has unlimited PP whilst in the lighthouse, so use her as much as possible in here. The doors behind the waterfalls contain room with various puzzles involving a lot of block jumping and moving of water pipes. Through the centre waterfall, solve the pipe puzzle, and activate a switch with a statue to access another waterfall room. The fourth waterfall in this room contains a Djinn, Sleet. You have to fight him to get him to join you, and he's not easy. If you succeed, head west and down a hallway. When you find a waterfall with a statue in front of it, use Ply to float up the waterfall, and



prepare yourself for a tough boss fight. Saturos is not easy to defeat, so use your Djinns as much as possible and heal all members of your party regularly. A good hint is to use Granite to protect yourself, and use all your companion's strongest attacks equally. Once beaten, you discover that he had been weakened by the power of the lighthouse, so you leave somewhat disillusioned. Head down the elevator, and use the empty bottle we told you to get earlier (you were paying attention, weren't you?) to get some healing spring water.



DEATHBEARD (AND HOW TO BEAT HIM...)

We said we'd give you the low-down on how to beat him and we will. First off, have all members of your party except Mia cast level 4 summons on him. Mia can then use Wish Well on the whole crew. Then hit him with your strongest attacks. The clever part is to get Garret to use Flash as a barrier to

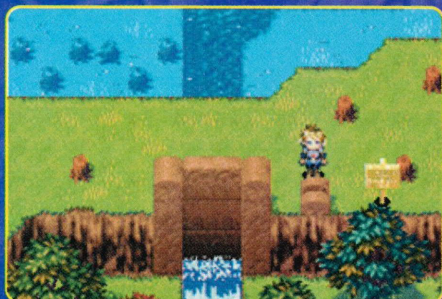
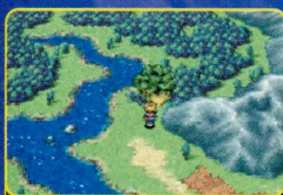
block Deathbeard's attacks on the party. When one of you is close to losing all their PP, use Psy crystals to revive them, but do this only when Flash's barrier is up. Using this method, he should be done and dusted within minutes, and you can sit and count the 8000 coins you get for defeating him. Bargain

KOLIMA FOREST/BILIBIN



now visit Bilibin, you find some grateful people, and as any RPG player tells you, this means rewards all round. Lord McCoy will give you a choice of four treasure chests, take the far right one to obtain Water of Life. Exit stage left and a guard opens a gate for you, allowing you to proceed to Fuschin Temple.

■ Head back through the forest to find Tret, give him the spring water and he will lift the curse from the villagers of Kolima. If you



FUSCHIN TEMPLE

■ Use Ivan to mind read the monk, and he instructs his monk friend to let you pass through the waterfall into the cave. The first chest you encounter is a mimic. Despatch him. Head on the log to the left and advance up a screen, hop across the tree stumps and head north to find a secret path, cross it, slide down the ledge and take the middle door, here you get 'force', which repels monsters,

very useful indeed. In Fuschin Cave you also need to find the Dragon's Eye, and place it into a Dragon Statue. You should also find a very useful Artic Blade, hidden in a treasure chest accessed across some logs. A couple of rooms down from the Artic Blade, you find your next Djinn, Zephyr, who you need to battle to obtain. Placing the eye in the dragon lights up the way back to the temple.



DJINN, AND HOW TO USE THEM...

'Djinn', as the literary amongst you will know, is derived from the word Genie. Genies need summoning. First ensure that the Djinn is set to the character on whom it will be most effective. Think about your elements and group them accordingly. The more you summon at once the stronger their attack will be, but they will need a couple of turns to recover, so be gentle with them.

MOGALLS FOREST

■ Using your force in the forest illuminates the monsters and also allows you to spot the Djinn for this level. The basis of this level is

that you need to move rocks that are obstructing logs. Move the rocks away or into holes and you can cross the logs to your required

destination. Follow the monster that is constantly running away from you, battling a Djinn on the way. Before you get to the end of

the level, the monster you are chasing disappears and you're left to battle Killer Ape. The Artic Blade and constant summoning

overcomes him, and use Mia's Ply ability to keep your crew alive. Once overcome head east over the bridge to Xian.



XIAN

■ When you enter town here, go straight to the inn for some much needed replenishment. Ensure Mia has freeze ability (gained from two mercury Djinn) and use this to freeze the girl

walking up and down. Hop across the cliff for a Djinn that you don't need to fight... Hooray! Cross the white line and have a conversation with Master Feizhi. Off to the weapons shop and then hightail it out of town. Nice and easy for once. Head north and battle the Djinn on the island to gain Corona, before continuing on to Altin.



ALTIN/ALTIN PEAK

■ Surprise, surprise, things are going wrong in Altin. The problem seems to be a water monster, who is intent on flooding the whole town. Your fire attacks should come in useful here and at Altin Peak. Before you can take on the Water Monster though, you and your posse have to battle a living statue. By now you should have developed a

strategy, using your Djinn first before attacking with everyone's best weaponry whilst Mia takes care of the first aid. Once defeated you gain extra freezing power, so freeze the puddle to cross it and head off in pursuit of the Water Monster. Next it's off to the peak, and soon you find a mine cart. By setting the switch you can

get this to travel in the right direction and it will take you to a total of three living statues, all of which will need to be defeated using the same strategy as before. Having done this, retreat to the inn and replenish. When rested head back to the track and fork right. To find a third Mercury Djinn, Spirit. A succession of freezing puddles and ladders leads you to an apparent dead end. Drop a boulder on this and you're up against the boss of



Altin Peak. Beating him with fire based attacks and summons gets you a Lifting Gem allowing you to move the rock by the mine cart track and head off to Llama Temple.

THE MAP

As is usual in such games, you are able to move about on a World Map that eventually display the whole of the playing area. What is less common is that you can also come under attack here as well. So, no time for resting on your laurels then. The map allows you greater speed of movement from area to area, and is pretty well presented, as they go.

LAMA TEMPLE/LAMARKAN DESERT

■ In Lama Temple you find Master (Mistress) Hama, who shows you how to use the Reveal Psynergy. Then, Feizhi appears and leads you to Hzu, who is trapped under a boulder. Here you can start to use your Reveal to find a door which allows you to free Hzu. Everybody's happy. This episode also clears the rocks from Alpine Crossing. From the temple head southwest to Lamarkan Desert.

Oh great, here you encounter scorching heat which sucks the energy from our heroes. Using reveal, you can uncover oases, which replenish your thirst, but some are traps containing feisty monsters, and you don't want that. Use reveal



from a distance to avoid instant death. When you reach a slightly different rock formation, you uncover Smog, a friendly Djinn. Cross the sand waterfalls and ignore the dead end rubbish

to find the boss. Save your game first though. Manticore, the boss, keeps Mia very busy, and you need you to use all your summoning powers and best attacks. By now, you should have worked out what they are. Ragnarok, Plasma and Impact are wise choices. Beating Manticore uncovers a hidden exit.



KALAY DOCKS TO TOIBI DOCKS

■ Everyone loves a trip on the ocean, apart from the captain it seems. Find his Anchor Charm, and agree to protect the rowers to get him to set sail. As you sail you're attacked by a variety of monsters. Most are fairly easy to defeat, but they tend to make a mess of your crew, and you have to keep

replacing your rowers with passengers. The monsters come in three waves, preceding their boss, Kraken. The toughest battle here is the lizard man in the second wave, but keep your Djinn handy and you shouldn't have too many problems. Kraken however, is a different story. Fight him on the deck, and

ensure you are fully healed before going into battle. Having cast all your summons first, revert to your most suitable attacks. Ragnarok, Heat Wave, Impact and Ply Well are wise choices for their respective users. Once defeated you can select your last rower and proceed to Toibi docks. There is very little to interest you here, so it's off to Toibi central to have some fun.



KALAY/VALE/VAULT.

■ Before you reach Kalay, stop off on one of those funky little islands to pick up Vine, a venus Djinn, after giving him a good kicking of course. In the town of Kalay, you hear things about the Colosso tournament, first though you need to go and see Lady Lana. Have a chat with her and head back to the inn for some rest and a chat with everyone in the place. Then it's time to go down to the docks, although

you don't want to board the ship yet. First, cross Lord Hammet's bridge to revisit some old haunts and pick up some previously unavailable Djinn that have sprung up on the world map. Scorch can be found in Kalay, whilst the other Djinn include Sap from Vault, and Kite from your hometown of Vale. Once you have plundered the world of everything you need, head back to Kalay Docks and join the ship.



INNS

We've said it before, but we're going to say it again. Pubs are very useful places to be. Before setting out on a quest from a village, first nip to the inn and make sure all your posse have had a good night's sleep. This will replenish your HP and make life much easier all round. Inns are also often full of useful people who will tell you interesting things. This is where the similarity with real life ends.

TOIBI

■ In Toibi, you uncover your next quest, which is to find Lord Babi, but first it's time for some general bad behaviour, gambling and debauchery. Well, gambling anyway. Head to the shop with a dice on for a game of craps, here you can win money quite easily, before heading to the northeast corner of town to find an inn with a fruit machine, which yields some good prizes. All the beds in the town are full, as everyone is here for the tournament, but on the far left corner of the North Wall you will find a handy room full of beds,

so get some kip. After your well earned rest, head south out of town. On your way to Altimer Caves, you should be able to pick up three Djinn without too much trouble.



ALTIMER CAVES

■ Using your reveal powers as required head through the hallway until you come across an invisible Lord Babi. He instructs you to go and get him some draught, but first you need to solve one of those infernal log puzzles and you can then acquire Squall, a Jupiter Djinn. Once you are out of that room head west to a rock wall and use reveal to find the gap in it. You will then

come to a colour matching game with five rocks that you should be able to figure out quite easily. This reveals a chest with the required draught in it, so return to Babi and refresh him. He then invites Isaac to the Colosso tournament (as if you didn't know you'd end up there), unfortunately though, you seem to be the only one of your party worthy of an invitation. Rude git.



GOLDEN SUN 2

It's not far off you know, and you haven't even finished the first one yet... Possibly to be entitled The Lost Age, the next episode is due out in Japan in June of this year, hitting the USA around about Christmas time. No news on European release dates as yet, but you'll know as soon as we do.

COLLOSSO

■ The tournament consists of assault style courses followed by battles. Your friends are allowed to cheer you on if you ask the guard, so get them to use their helpful psynergy to remove some of the obstacles in the course before each stage, like growth on vines and freeze on water. This makes your tasks much easier. Using this tactic, you should be ok up until the last round where



you have to battle Navampa, the champion. At this stage you realise that it's a good

idea to save your game before each round, just like we didn't. Keep your Djinn on standby and you defeat him, whereon you collapse from fatigue and wake up in the castle. A conversation with Babi makes your next task clear, and from there it's on to Lupna.



Ivan's Earth Power rises by 10!
GBX summons Jupiter!

LUNPA



■ North of Vault you find a cave entrance to the town of Lunpa. Having taken everything you need, head to the Fortress Gate. Using the cloak you got from Babi, you can sneak past the guards, and keep it handy as it is used here. By using a mixture of sneaking and fighting, make your way through the fortress until you find yourself beside some bars with a key on the other side of them. Use your catch psynergy to get the key, and then after shifting some boxes and finding a hidden switch, you will find the imprisoned Lord Hammet. Unfortunately before he can be freed you're going to have

to battle a boss, Toadonpa. Destroy him with the usual mixture of Djinn and strong attacks, and then you will be transported outside the Fortress, where you can get a lift back to Kalay if you so desire. There is a Djinn still to be had in the fortress though, it's up to you whether you want to go back in and get it.



KALAY REVISITED

■ The lord's servant has kindly left a secret entrance to the castle open for you. Exploration now gain you a rollocking from Lady Layana, but can also get you another Djinn and a pair of Spirit gloves. Once you are done exit Kalay and head through Gondowan Cave to Toibi for

some rest at the castle. After this, head south and meet up with Iodem who guides you to Sulhulla. After meeting up with two soldiers, it becomes obvious that Babi Lighthouse is where the bad guys are at, but first you must cross the Sulhulla Desert.



Zombie2 takes 35 damage!
GBX summons Jupiter!



Garet casts Flare Wall!
Rat Soldier2 takes 42 damage!!!



GBX's Wind Power rises by 10!
Garet summons Mars!

SILLY NAMES, YOU KNOW IT MAKES SENSE...

You know by now that you are given the chance to rename Isaac, but pressing Select three times at this stage allows you to rename the other members of your party. Pushing the following combination allows you to name you enemies too: [UP], [DOWN], [UP], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [UP], [RIGHT], [DOWN], [LEFT], [UP], Select. Name them after people you really hate, but make sure the game doesn't beat you if you do this, as it can prove very demoralising.

SULHULLA DESERT

■ Luckily, you've already been warned about the cyclones and tornadoes that inhabit this desert. Unluckily, that's not going to help you. Getting picked up by one of these dumps you right back where you started from. Use the Douse psynergy that you took from Manticore to combat them, and then fight the lizards that live inside them. Head west and then north to hitch a ride in a pink sandstorm to Crossbone Island, grab a Djinn, Flash, and sooner or

later a giant sand storm comes after you. This contains Storm Lizard who takes some beating. He parts with over 6000 coins if you do defeat him, so don't try and get out of it. Your Djinn should be up to the task by now, and Mia's Wish ability will be a help. Once done, head east to Sulhulla Gate, where you find some injured guards, Iodem and the chance to get another Mercury Djinn, continue east to the map, and you can get to the Venus Lighthouse.



CAMELOT

The name of King Arthur's castle and also the name of something equally magical, the company who developed Golden Sun. This game was in development before the GBA made its first public appearance, and the time taken shows in every aspect of the game. It's to be expected though; Camelot also gave us Mario Golf and Mario Tennis. Good work, fellas!

VENUS LIGHTHOUSE/LALIVERO

■ You return to this Lighthouse again, but at the moment all you need to do is pick up a couple of bits. Go through the hidden door in a tree to get Carry psynergy. After that it's upstairs to grab the Lucky Cap. You need to use Carry to move some blocks, and Reveal to show a secret staircase. This takes you to a talking statue who uncovers a secret path for you. At this stage you should retreat from the Lighthouse

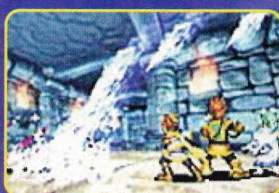
and go northwest to Lalivero. In this town you see some carnage that has been caused by Saturos and his posse on the way through. Stop here and replenish everything that you can and purchase the best weapons that your money can buy. If you go up the ladder at the bag of the weapon shop, you should also be able to hunt down another Mars Djinn. There is



also a Warrior's helm to be had in the southwest part of town. Having claimed your plunder, head north to Babi's lighthouse.



BABI LIGHTHOUSE



■ Babi's lighthouse is still being built, but by moving some pillars and statues around, you should be able to get onto a ledge next to it. Use growth on the nearest vine, and then head down the crevice, picking up another Djinn on the way. When you come to three new crevices, head down the first to find a cave door and some very surprised archaeologists. By using Reveal, you can get through the door and access the path that the talking statue showed you earlier; this takes you to Venus Lighthouse where the boss lives, as does the final battle. The path takes different routes, depending on the player, and is not easy going, but we have confidence you can work it out, and gain some armour or extra

psynergy on the way. Now it's time for puzzles. First, there are statues to mind read in order to put them in the correct places. Once through, there is electricity to be connected. The puzzles work in much the same way as the earlier water flow ones, so work them out. Once you're safely through the puzzle stages, find a purple switch to activate some new sandfalls. At this stage, you need to start thinking about retreating and heading to Crossbone Island.

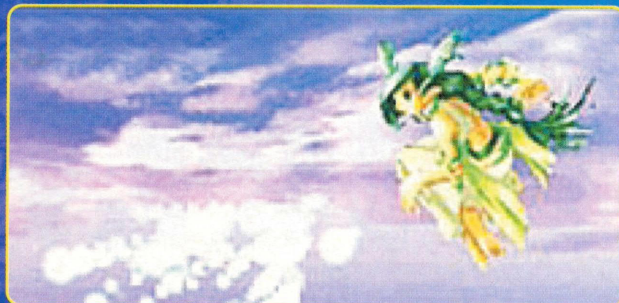


CROSSBONE ISLAND

■ Through Sulhalla gate, you can find another one of those little pink sandstorms that takes you to Crossbone Island, but you knew that, because you've been here before. Difference is, this time you are here to fight. Crossbone is the place where you need to come and prove your worth before heading on to the final encounter. You should use this as an opportunity to level up your fighters and hone your skills.

There is a puzzle aside to this section, but basically you're looking at ten levels of conflict against the toughest enemies you've yet encountered. The monsters can be found at the door of each level, they all require a minimum of a Level Four Djinn to polish them off. If your crew are not levelled up to this standard yet, we suggest you give up; if you've played by this guide, you should be. Each level

contains a number of treasure chests though, so there are also lots of goodies to be had. The level ten boss is a character called Deathbeard, who deserves a special mention, the strategy for overcoming him has a section to itself elsewhere in this feature. Having completed the island, you are entitled to feel very pleased with yourself, so head back to Lalivero for some rest and recuperation. Then it's off to the lighthouse again for the final battle.



VENUS LIGHTHOUSE AGAIN...

■ Okay, the bad news is that you are going to have to do all those infernal puzzles again. When you get to the top level, remember to prepare for battle (and to save your game.) Onto the little elevator you go to confront Saturos and Menardi. This is the final conflict, so throw everything

you have at them, with Mia in full healing mode. Water of Life would also be a good idea for any of your characters that take a dive early on. Keep using your hardest attacks, again Ragnarok, Flash and Impact are effective and sooner or later you WILL wear them down. But as

always, that's not the end of it. Just when you think they are dead, they return as a huge monster known as Fusion Dragon. Prepare yourself for another half an hour of the same, except without your summoning powers. Accomplish this and you have every right to jump up and down and cheer if you so desire. We did. After this it's just a few loose ends to be tied up before our brave comrades sail off into the sunset in search of more adventure. Golden Sun 2 is very much on the cards...



THE MUSIC

Even on a little handheld like the GBA, the quality of the sound on this game shines through. Get some headphones, and treat yourself to a musical score that features strangely appropriate tunes for every situation. Whether it be pan pipes or a full orchestra, Golden Sun is one of the first games to take advantage of the GBA's abilities in this department.

ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...

GAME BOY ADVANCE

A >

Advance Wars91%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Breath of Fire90%

Sizzling conversion of one of the best RPGs on the SNES. No longer cutting-edge, though.

David Beckham Soccer66%

The lad done good, like, but not, y'know, great. Still, erm, room for a top GBA footy game.

Denki Blocks!92%

Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

ESPN Final Round Golf66%

Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-around.

Final Fight One.....69%

This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.

Fire Pro Wrestling.....82%

In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

Finstones: Big Trouble in Bedrod54%

By-the-numbers platformer that's too hard for the younger gamer.

Fortress.....62%

A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

Frogger's Adventures: Temple of the Frog.....74%

Useful update of the old Atari game. Preserves feel and atmosphere of the original.

Alienators: Evolution Continues .79%

Nicely presented platform shooter with loads of weapons, but devastatingly unoriginal.

An American Tail: Fievel's Gold Rush86%

Simple but enjoyable platformer that's ideal for the younger gamer.

Army Men Advance73%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Army Men Operation Green .68%

Great graphics and high production values, but the control system lets it down.

Casper80%

Ghostly save-'em-up in the Sleepwalker mould. Great fun, but incredibly tough at times.

Castlevania: Circle of the Moon .. .79%

As good as any Castlevania game, but fails to take the series forward.

Chessmaster Advance79%

Superb as a chess sim, but a few tournaments or leagues would be neat.

ChuChu Rocket91%

Fantastic multiplayer rodent-catching puzzler which works well on your own too.

Columns Crown86%

The classic puzzler comes to the GBA and proves there's life in the series yet.

Crash Bandicoot X/S92%

A near-perfect handheld debut for the manic marsupial. Very true to the PSX original.

Creatures78%

Tamagotchi-style life simulator with attitude. Clever, but not for everyone.

Cruis'n Velocity57%

Mediocre street racer that's unique to the Advance, but lacks originality.

Dark Arena71%

Not a bad first-person blaster in its own right, but it's overshadowed by the competition.

Dexter's Lab: Deesaster Strikes .. .89%

Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

Disney's Atlantis: The Lost Empire48%

A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

Driven90%

Thrilling Indy car-style game which follows the movie's plot far closer than you'd expect.

Donald Duck Adv@nce80%

Colourful platformer for the younger gamer. Fun to play, but undemanding.

Doom88%

A fine conversion of the PC hit, but overshadowed by the superior Ecks Vs Sever.

Earthworm Jim70%

This whacked-out platformer from the SNES features some of the weirdest humour ever.

Ecks Vs Sever95%

An amazing first-person blaster with stealth, action, sniping and more.

ESPN Great Outdoor Games Bass 2002.....35%

Fishing CAN work on a console, but this one's a real minnow. Very boring.

ESPN International Winter Sports70%

A good game, but the host machine is capable of much better.

ESPN Winter X-Games Snowboarding.....48%

A very filmy stunts game with very little going for it.

ESPN X-Games Skateboarding66%

Bravely takes on the classic Tony Hawks, but loses. Woeful Park Mode doesn't help.

ET The Extra Terrestrial.....53%

Boring arcade adventure that will only appeal to very young fans of the film.

European Super League30%

The Advance's woeful footy legacy continues with this terrible effort. Third Division.

Extreme Ghostbusters: Code Ecto-181%

This platform shooter won't break records, but it's good, solid fun.

F-14 Tomcat82%

A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

F-Zero: Maximum Velocity.....93%

Brilliant racing action, brought to life with superb opponent AI.

Golden Sun94%

One of the greatest 2D role-players ever. Sizzling storyline and incredible special effects.

Gradius Advance92%

The ever-popular Gradius series debuts on the GBA with this all-original blaster.

GT Advance66%

A game of two halves. Brilliant depth and sense of progress, average racing.

GT Championship.....82%

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.

Harry Potter and the Philosopher's Stone90%

Superb arcade adventure which perfectly captures the spirit of Hogwarts' finest.

B >

BackTrack82%

Limited in one-player, but in multiplayer mode it really comes into its own.

Batman Vengeance85%

Old-school action game with great graphics and diverse game modes. Well worth a look.

Bomberman Tournament92%

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

Boxing Fever84%

Own-eye perspective fight game that plays really well. Cartoonish and humorous.

High Heat Major League Baseball 200287%
Fluid animation and a great learning curve make this one a surprise hit.

Hot Potato!83%
A worthy cartoon platformer with lots of character and features. Good graphics too.

Hot Wheels Burnin' Rubber ...8%
Woeful graphics, lousy driving model, stupid opponent AI - need we go on? A disaster.

Inspector Gadget84%
A worthy cartoon platformer with lots of character and features. Good graphics too.

Iridion 3D37%
As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.

International Karate Advanced87%
Beat-'em-up where three characters fight at once. Pity only one can be human...

International Superstar Soccer ...55%
A very disappointing football sim. Its clumsy controls never feel quite right.

Jackie Chan Adventures72%
Scrolling fighter that's well put together but hardly original. Based on the cartoon.

Jimmy Neutron Boy Genius ...74%
A fairly standard platform game, with few major flaws, but little sparkle either.

Jurassic Park III: Dino Attack .75%
Interesting isometric arcade adventure, but nothing Earth-shattering.

Jurassic Park III: DNA Factor 38%
Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.

Jurassic Park III: Park Builder 76%
Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

Kao the Kangaroo79%
A competent and well produced platformer, but it won't worry Mario or Wario.

Klonoa: Empire of Dreams ...82%
Puzzle-orientated platformer with incredible level design. It's huge too.

Konami Krazy Racers81%
This Mario Kart rip-off works well, but you need more than one copy to multiplayer.

Kuru Kuru Kururin91%
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.



Lady Sia88%
Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.

Land Before Time, The72%
Above average cartoon-style platformer. Fun, but hardly Mario.

LEGO Bionide68%
LEGO's Jack-of-trades approach means Bionicle is a master of none, but it's fun in its own right.

Lego Island 2: Brickster's Revenge70%
Kiddie RPG that's fun at first, but quickly becomes monotonous.

LEGO Racers 279%
The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

M&M's Fun Blast61%
Mediocre platform game with little wrong with it, but not much to commend it either.

Mario Advance90%
Not the blockbuster we hoped for, but still a great game in its own right.



Mario Kart Super Circuit93%
One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.

Mech Platoon81%
The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

MegaMan Battle Network .89%
Looks great and plays really well. This action RPG is a return to form for MegaMan.

Men in Black: The Series .38%
Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

Midnight Club Street Racing .65%
Top-down racer that moves to fast to let you anticipate the bends. Very poor effort.

Midway's Greatest Arcade Hits40%
Defender, Joust, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

Mike Tyson Boxing62%
An update of Prince Naseem's game from the Color, but the quality is lower.

Monsters, Inc42%
It looks the part, but this is a very dull action adventure. The Color version is better...

Mortal Kombat Advance .82%
Top-quality title with unique gameplay. Includes blood and fatalities.

Mr Driller 258%
Fatally flawed coin-op conversion. Not enough here to justify the asking price.

MX 200263%
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

Namco Museum50%
Retro compilations look good on paper, but who plays them for more than five minutes?

No Rules Get Phat42%
Quite an interesting concept (skateboarding platform blasting), but weak controls choke it.

Pac-Man Collection69%
Four Pac-Man games on one cart. Historical notes would've been nice.

Phalanx83%
Side-scrolling blaster from the old school. Only action junkies need apply.

Pinobee: Wings of Adventure 56%
A mediocre platformer that tries, and fails, to be another Rayman.

Pitfall: The Mayan Adventure 72%
Great graphics and animation, but ultimately this platformer is merely better than average.

Planet Monsters79%
A surprise hit in the office. Simple Pengo-inspired action, but great fun to play.

Planet of the Apes18%
Over-ambitious character animation and bland level design destroy this ugly platformer.

Pocket Music64%
A very clever music creation program, but is it really at home on the GBA?

Power Rangers: Time Force .63%
Great graphics and animation, but only average gameplay. Too easy to boot.

Powerpuff Girls: Mojo Jojo-a-Gogo46%
Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

Prehistorik Man56%
No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

Puyo Pop92%
GBA version of Mega Drive classic, Mean Bean Machine. A fantastic puzzler.



Rampage Puzzle Attack80%
A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance94%
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.



Razor Freestyle Scooter55%
Cartoony Tony Hawk's clone which doesn't really cut the mustard.

Ready 2 Rumble Boxing: Round 223%
The Advance's lowest blow. Fist speed is stupidly slow and the perspective's awful.

Robot Wars Advanced Destruction25%
Woefully unplayable disaster you can complete in ten minutes flat. Don't buy it.

Rocket Power: The Dream Scheme72%
Solid if unoriginal platformer. Nothing outstanding, but perfectly playable.

Rugrats: Castle Capers51%
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

Salt Lake 200280%
A top-quality Olympics sim with bags of longevity, despite a mere six events.

Scooby Doo and the Cyber Chase64%
Not so much bad as terminally mediocre. There are much better action adventures out there.

Sean Palmer's Pro Boarder ...81%
Not just a Hawk's clone; there's plenty here that's original. Good race mode.

Snood59%
Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

Sonic Advance93%
Another gaming icon storms the Advance. It's all new, but little different from the Mega Drive marvels.



Spider-Man: Mysterio's Menace87%
What it lacks in originality, it makes up for in style.

Spongebob Squarepants: Supersponge83%
Cartoon-style platformer for the younger gamer. Fun, but lacking in variety.

Spyro: Season of Ice78%
A strong pseudo-3D platformer let down by some silly flaws.

Star Wars: Jedi Power Battles 87%
Well presented and bags to see. Superb scrolling fighter with ace animation.

Steven Gerrard's Total Soccer 200255%
Could've been a great old-style soccer sim, but let down by a stupid bug.

Super Bust-a-Move81%
Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

Super Dodge Ball Advance .79%
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

Super Mario Advance 2: Super Mario World95%
Quite simply the greatest 2D platformer ever. So what if it's a SNES port? It's an all-time classic!



Super Street Fighter II Turbo Revival90%
The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'em-up history.



Tang Tang42%
Woeful puzzler with a control system that makes very little sense. Very weak effort.

Tekken Advance78%
Not bad as far as it goes, but a modified control system limits its depth.

Tetris Worlds70%
What's there's good, but with no battery back-up and no four-player action, it's not enough.

Thunderbirds International Rescue 73%
Interesting mix of old-style genres, but it's definitely nothing special.

Tiny Toons Wacky Stackers ...75%
Solid and playable puzzler that will entertain, but not set the world alight.

Tom & Jerry: The Magic Ring 59%
Plays reasonably well, but very samey after a while.

Tony Hawk's Pro Skater 2 .93%
Stunning visuals, precision controls, variety - it's got the lot! A real classic, and one of the best launch titles.



Tony Hawk's Pro Skater 3 .95%
A bigger, more polished version of its predecessor. Superb depth and playability.



Tweety and the Magic Gems 46%
Sub-games variable in quality, and boardgame theme bores.

Wario Land 496%
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!



Wild Thornberrys Chimp Chase69%
Competent action adventure, but won't appeal to those who don't like the cartoon.

WWF: The Road to WrestleMania52%
Mediocre bone-bender with average graphics and not much wrasslin' action.

X-Men: Reign of Apocalypse30%
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

Y >

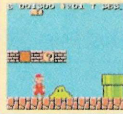
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GAME BOY COLOR

PLATFORM GAMES



1 Super Mario Bros DX 98



The greatest platformer ever to hit the Game Boy Color. Bar none.

2 Donkey Kong Country 98



Amazing conversion of the SNES classic.

3 Wario Land III 94



Sizzling platformer starring Mario's evil alter-ego.

4 Rayman 91



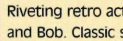
This colourful and cute offering looks as good as it plays. Which is very good.

5 Disney's Aladdin 91



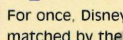
Fab Mega Drive conversion which proves Disney can design games after all.

6 Bubble Bobble Classic 90



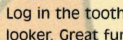
Riveting retro action with Bub and Bob. Classic stuff!

7 Disney's Tarzan 90



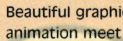
For once, Disney's visuals are matched by the gameplay.

8 Prince of Persia 90



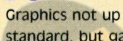
Log in the tooth, but still a looker. Great fun.

9 Jungle Book: Mowgli's Wild Adventure 90



Beautiful graphics and animation meet top gameplay.

10 Wario Land II 90



Graphics not up to Disney's standard, but game's great.

PUZZLE GAMES

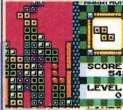


1 Denki Blocks! 90



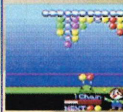
Cerebral smasher everybody should own.

2 Tetris DX 89



Fantastic gameplay, butropy graphics.

3 Pop N' Pop 89



Looks and plays great, but Adventure Mode missing.

4 Klax 89



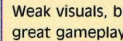
Pristine puzzler from the old school. Match those tiles.

5 Chessmaster, The 89



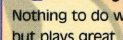
Great sim, but lack of modes lets it down.

6 Hello Kitty's Cube Frenzy 88



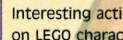
Weak visuals, but packed with great gameplay.

7 Pokémon Puzzle Challenge 87



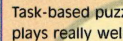
Nothing to do with Pokémon, but plays great.

8 LEGO Alpha Team 82



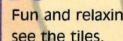
Interesting action puzzler based on LEGO characters.

9 Dixy's Candy Quest 82



Task-based puzzle opus that plays really well.

10 Shanghai Pocket 80



Fun and relaxing, but hard to see the tiles.

BEAT-'EM-UPS



1 Batman OTF: Return of the Joker 90



Sizzling scrolling fighter. Easy but fun.

2 International Karate 2000 89



Classic martial arts mayhem with heaps of humour.

3 Knockout Kings 89



The Game Boy's champion boxing sim.

4 WWF Attitude 86



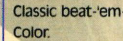
The best wrestler on the GB, but room for improvement.

5 Prince Naseem Boxing 85



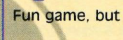
Heavy hitter starring The Prince.

6 Street Fighter Alpha 80



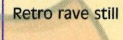
Classic beat-'em-up thrills on the Color.

7 Power Quest 80



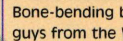
Fun game, but get IK 2000 first.

8 Karate Joe 80



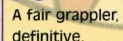
Retro rave still thrills - classy!

9 WWF Wrestlemania 2000 79



Bone-bending bonanza with the guys from the WWF.

10 WCW Mayhem 76



A fair grappler, but in no way definitive.

COMPILATIONS

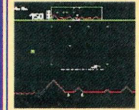


1 Game and Watch Gallery 3 90



LCD marvels with improved graphics.

2 Joust/Defender 88



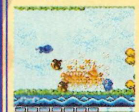
Twin pack featuring two classic coin-ops.

3 Game and Watch Gallery 2 88



More LCD marvels with improved graphics.

4 Konami Classics Vol. 2 80



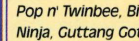
Parodius, Block Game, Track & Field, Frogger.

5 Déjà Vu I & II 80



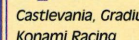
Two NES detective graphic adventures.

6 Konami Classics Vol. 3 75



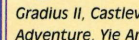
Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

7 Konami Classics Vol. 1 73



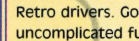
Castlevania, Gradius, Probotector, Konami Racing.

8 Konami Classics Vol. 4 70



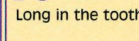
Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

9 Moon Patrol/Spy Hunter 70



Retro drivers. Good, uncomplicated fun.

10 Battlezone/Breakout 70



Long in the tooth, but still ace.

UP TO THE MINUTE!

LAST ISSUE'S GAME BOY COLOR GAMES RATED...

Cubix: Race 'n Ride 65



Overhead race game that suffers from seriously niggly flaws.

David Beckham Soccer 40



He may be the England skipper, but his GBC offering is seriously offside.

Mega Man Xtreme 2 62



Not the Mega Man game we hoped for, but pretty good anyway.

RPGs

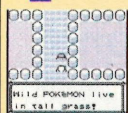


1 Zelda: Link's Awakening DX 98



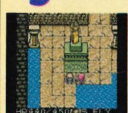
Is this the greatest GBC game ever?

2 Pokémon Yellow 96



Gotta catch 'em all! Special version of Blue/Red.

3 Daikatana 93



Real-time RPG in the Zelda mould.

4 Zelda: Ocarina of Time 91



Two games which link together. Fantastic!

5 Harvest Moon 2 91



RPG based on farming? Surprisingly good.

6 Pokémon Red/Blue 91

The games that started the craze.

7 Dragon Warrior Monsters 91

Pokémon-style RPG which drops the cute angle.

8 Pokémon Gold/Silver 90

Makes advances over Red/Blue, but still very similar.

9 Harry Potter and the Philosopher's Stone 90

Average graphics mask what is essentially a great RPG. For Harry fans and others alike.

10 Revelations: The Demon Slayer 90

One of the GBC's best pure role-players.

DRIVING GAMES



1 TOCA 96



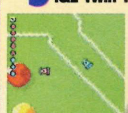
Solid GT-class driver - tough but fair.

2 Micro Machines V3 93



Spectacular racer featuring tiny vehicles.

3 Micro Machines 1&2 Twin Turbo 90



Race mini motors over desks, dinner tables and more.

4 Dukes of Hazzard: Racing for Home 90



Really cool mission-based action driver.

5 F1 Championship Season 2000 89



The best (and only decent) F1 sim on the Color.

6 Wacky Races 89

One of the few into-the screen racers that really works.

7 Driver 88

Top-down getaway game. You play a cop.

8 Top Gear Rally 2 87

Fast, slick, action-packed - a great driver.

9 Star Wars Ep 1: Racer 86

Ultra-fast racing and a well balanced learning curve.

10 Jeremy McGrath Supercross 2000 85

Lousy colour scheme, but a great racer.

SPORTS SIMS



1 Mario Golf 96



Puts the fun back into golf. Links with the N64 game.

2 Mario Tennis 94



Tennis with character development and N64 compatibility.

3 Road Champs 93



BMX stunt outing with great controls.

4 Dave Mirra Freestyle BMX 93



Looks good, plays well, feels right - stunt perfection!

5 O'Leary Manager 2000 92



Arcade and management elements perfectly fused.

6 Carl Lewis Athletics 91

The ultimate multi-event athletics game.

7 Pocket Soccer 90

American-style five-a-side soccer sim.

8 David O'Leary Total Soccer 88

Great footie game licensed from Leeds manager.

9 Pro Pool 85

Top baize-basher with good ball physics.

10 Zidane Football Generations 78

Good overall, but stupid flaws hold it back.

SHOOT-EM-UPS



1 Cannon Fodder 97



Fabulous strategy shooter from the Amiga. Fantastic!

2 R-Type DX 97



An excellent package featuring several R-Type games.

3 Perfect Dark 93



Tricky, but rewarding. A sumptuous game.

4 Worms Armageddon 91



Hilarious turn-based combat using guns, bombs and sheep.

5 1942 85



Classy coin-op conversion oozes charm and appeal.

6 Top Gun 83

Desert Strike-inspired plane blaster. Not easy!

7 Dropzone 83

Retro rave from the grave. Fast and furious.

8 Army Men 2 82

The plastic soldiers' best effort on the GBC.

9 Space Invasion 80

The best interpretation of Space Invaders on the Color.

10 Asteroids 80

Classic retro thriller brought right up to date.

ACTION GAMES



1 Tomb Raider 97



Lara's just as loveable on the small screen.

2 Metal Gear Solid 95



Stealth combat loses nothing on the Color.

3 Resident Evil Gaiden 92



Blood-thirsty adventure. Huge, exciting, unmissable...

4 Tomb Raider: Curse of the Sword 90



Game Boy-exclusive storyline in this great game.

5 Castlevania Legends 88



You can't go far wrong with Castlevania...

6 Winnie the Pooh: ...100 Acre Woods 85

It's for the kids, but fun nonetheless.

7 Chicken Run 83

Feather Gear Solid? Make that stealthy escape...

8 Alone in the Dark: TNN 81

Some of the best graphics ever, and perplexing puzzles.

9 Mission: Impossible 80

Great game, but visuals only workmanlike.

10 Power Rangers: Time Force 80

A bit of everything. There are better games, but this one holds its own just fine.

Nations: Land of Legends 81



Strategy RPG which doesn't quite match Zelda's standards, but is still excellent.

Pooh & Tigger's Hunny Safari 78



Terrible music, but the gameplay works just fine for the youngsters.

Toki Tori 90



An absolutely superb save-'em-up puzzler. Looks and plays fantastic.

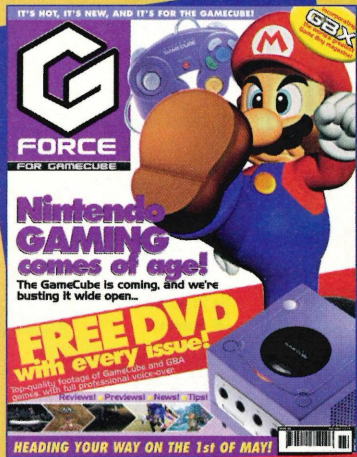
Trouballs 80



Another pristine puzzler for the Color. This will last you ages.

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**G-FORCE ISSUE ONE ONLY £3.99.
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Next month, GBX is being incorporated into G-Force, a hot mag for GameCube and GBA owners. But what can we expect in Issue One?

CONSOLE WARS

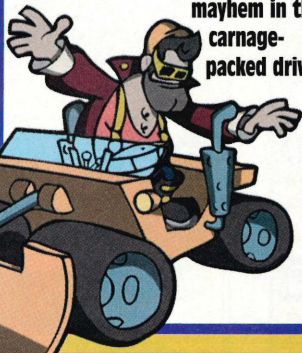
There are now three next-gen machines competing for your money, but which is the best? We get the inside story of the GameCube, Xbox and PS2...



IN ISSUE ONE!

CEL DAMAGE

Crazy cartoon motoring mayhem in this carnage-packed driver!



MARIO SUNSHINE

Mario's GameCube debut is shaping up to be a mighty fine game. We give you the low-down on one of the Cube's most hotly-anticipated titles!



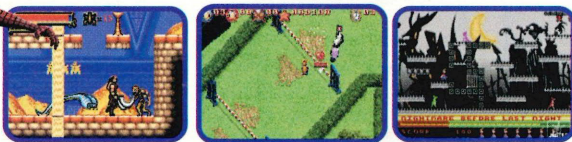
SONIC ADVENTURE 2 BATTLE

The spiky sensation spins onto the GameCube, in one of the first games to utilise the GC/GBA link-up. Find out how it all hangs together in G-Force...



GBX

Look out for hot reviews of Sheep, The Scorpion King, Spider-Man: The Movie, Eggo Mania, Manic Miner, Next Generation Tennis and more!



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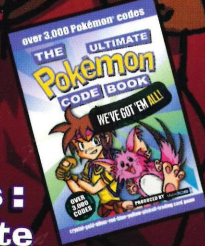
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